

FREE
GAMES
FOR A YEAR!

AMIGA ACTION

#024 SEPTEMBER 1991
UK £3.50 (with 2 disks)

100% COLOUR!
100% AMIGA!
100% ACTION!
100% CLASS!

5163



THAT'S FIGHTING TALK, MISTER!
EXCLUSIVE REVIEW: FINAL FIGHT

AMIGA ACTION DISK 13
PEGASUS
GREMLIN GRAPHICS
Flying action in this amazing shoot 'em up
ZONE WARRIOR
ELECTRONIC ARTS

IF YOUR DISK IS
MISSING ASK YOUR
NEWSAGENT FOR
ONE NOW!

AMIGA ACTION DISK 14
CHALLENGE GOLF
ON-LINE ENTERTAINMENTS
Anyone for a quiet game of golf?
Two player war action
TANX
GARY ROBERTS

IF YOUR DISK IS
MISSING ASK YOUR
NEWSAGENT FOR
ONE NOW!

europress
INTERACTIVE



WHIRLWIND SNOOKER



SIMPSONS



SILENT SERVICE 2

BAAL 3.99	BEAST 7.99	BEAST 2 WITH SHIRT 12.99	AMOS 30.49	CHRONO QUEST 2 6.99	CORPORATION 9.99	CURSE OF AZ' BOND 6.99	DUNGEON MASTER 10.99	E-MOTION 6.49
EYE OF HORUS 3.99	FALCON 12.99	GRAND PRIX CIRCUIT 6.99	GRAVITY 6.99	HARD DRIVIN' 2 7.99	HYBRIS 4.99	I.C.F.T.D. 10.99	ELITE 9.49	KICK OFF 3.99
INDIANA JONES 7.99	LSR SUIT LARRY 12.99	MIDWINTER 11.99	POWERDRIFT 3.99	POWERWORKS 37.99	TRIAD 2 7.99	TURRICAN 7.49	TV SPORTS FOOTBALL 7.49	VIRUS 4.99
							These five classics from Magnetic Scrolls have won over thirty international awards including British Micro Awards "Game of the Year" for Corruption and The Guild of Thieves	
WINGS (1MEG) 10.99	XENOMORPH 8.49	WHEELS OF FIRE 6.99	ZAK M'KRAKEN 7.99	CORRUPTION 3.99	FISH! 3.99	GUILD OF THIEVES 3.99		
							JINXTER 3.99	PAWN 3.99

Amiga Software

3D CONSTRUCTION KIT	31.99	DYNASTY WARS	6.49	KINGS QUEST 5 (1 MEG)	26.49	SINBAD	7.49
3D POOL	17.49	E-MOTION	13.99	KLAX	6.49	SKYCHASE	7.49
4D SPORTS BOXING	17.49	ESCH PHANTOMS	16.99	KIGHTS OF LEGEND	13.99	SSCQ	4.99
4D SPORTS DRIVING	17.49	ELITE	9.49	LAST NINJA 2	6.99	SNOOKER	17.49
A10 TANK KILLER (1 MEG)	22.99	ELVIRA - MISTRESS OF THE DARK (1 MEG)	20.99	LEISURE SUIT LARRY 3 (1 MEG)	12.99	SORCERER	7.49
AFRIKA CORPS	19.99	ENCHANTER	7.49	LEMMINGS	16.99	SPACE HARRIER 2	4.99
ALCATRAZ	6.99	EPIC	16.99	LORD OF THE RINGS	19.99	SPACE QUEST 3 (SIERRA)	26.49
AMNOS	17.49	EYE OF HORUS	3.99	LOTUS ESPRIT TURBO	16.99	SPACE QUEST 4 (1 MEG)	26.49
AMOS (GAMES CREATOR)	30.49	EYE OF THE BEHOLDER (1 MEG)	19.99	MAGNETIC SCROLLS COLLECTION VOL 1 (GUILD OF THIEVES, FISH AND CORRUPTION) (1 MEG)	19.99	SPACE ROBO	19.99
AMOS 3D	20.99	F15 STRIKE EAGLE 2 (1 MEG)	22.99	MANCHESTER UNITED EUROPE	16.49	SPEEDBALL	7.49
AMOS COMPILER	18.49	F16 FALCON	12.99	METAL MUTANT	17.49	SPEEDBALL 2	16.99
APR	6.99	F16 FALCON MISSION DISK 2	9.99	MENACE	5.49	SPINNUZZY 2	3.99
AQUAVENTURA	17.49	F18 INTERCEPTOR	8.49	MERCENARY	7.99	SPY WHO LOVED ME	16.99
ARKANOID 2	6.99	F29 RETALIATOR	16.99	MERCHANT COLONY	19.49	STARCROSS (INFOCOM)	3.99
ARMOUR-GEDDON	17.49	FERRARI FORMULA 1	8.49	MERCS	17.49	STARFLIGHT	8.49
ATOMIC ROBOKID	7.99	FIRE AND BRIMSTONE	14.99	MIDNIGHT RESISTANCE	16.99	STARFLIGHT 2	17.49
ATOMINO	17.49	FISH! (M/SCROLLS)	3.99	MIDWINTER	11.99	STARGLIDER 2	6.99
AWESOME (WITH T-SHIRT)	15.49	FISTS OF FURY (DYNAMITE DUX)	17.49	MIG 29 FULCRUM	21.99	STELLAR 7 (1 MEG)	17.99
B.S.S. JANE SEYMOUR	16.99	FUN SCHOOL 2 (2-6-8 OR 8+)	19.99	MONOPOLY	17.49	STORM ACROSS EUROPE (SSI)	20.49
BAAL	3.99	FLAMES OF FREEDOM	22.99	MOON BASE	23.99	SUPER CARS 2	16.99
BALLYHOO (INFOCOM)	7.99	FLIGHT OF THE INTRODUCER	22.99	MOONSHINE RACERS	16.99	SUPER HANG ON	6.99
BANDITS' BONS OF ANCIENT CHINA	21.99	GAUNTLET 2	6.99	NAM 1965-75	17.99	SUPER MONACO GRAND PRIX	17.49
BARDS TALE 2	8.49	GAUNTLET 3	17.49	NEBULUS 2	16.99	SUPERBASE PERSONAL 2	75.99
BARDS TALE 3	17.49	GETTYSBURG (SSI)	9.99	NEVER MIND	6.49	SUPERPLAN (1 MEG SPREADSHEET)	75.99
BATMAN - CAPED CRUSADER	6.99	GFA BASIC V3.0 COMPILER	25.99	NIGHTSHIFT	7.99	SUPERPRACY	19.99
BATTLE OF BRITAIN	19.99	GFA BASIC V3.0 INTERPRETER	37.99	OPERATION STEALTH	17.49	SWAP	17.49
BATTLE SQUADRON	7.99	GENGHIS KHAN	21.99	OPERATION WOLF	6.99	SWITCHBLADE 2	16.99
BATTLESHIP 2	17.49	GODS	16.99	OVERRUN (1 MEG) (SSI)	19.99	TEAM SUZUKI	16.99
BATTLESCAPES (BORODINO & ARMADA)	19.99	GOLF WORLD CLASS LEADERBOARD	6.99	PANG	16.99	TEAM YANKEE	19.99
BEAST 2 (WITH T-SHIRT)	12.99	GRAND PRIX CIRCUIT	6.99	PAWN (M/SCROLLS)	3.99	TENTACLE	17.49
BEAST BUSTERS	17.49	GRAVITY	6.99	POPLUS (M/SCROLLS)	16.99	TESTORIVE 2 COLLECTION (TESTORIVE 2 PLUS DATA DISKS)	19.49
BETRAYAL	19.99	GUILD OF THIEVES (M/SCROLLS)	16.99	POWER UP (CHASE H.Q.)	16.99	TETRIS	13.49
BILLY THE KID	16.99	HARD DRIVIN'	6.99	POWERWORKS (MAXIPLAN PLUS SPREADSHEET, KIND WORDS 2 & INFOFILE DATABASE)	37.99	THEME PARK MYSTERY	5.49
BIRDS OF PREY (1 MEG)	19.99	HARD DRIVIN' 2	7.99	PRINCE OF PERSIA (1 MEG)	16.99	THUNDERBOLT (SIERRA)	7.49
BLACK LAMP	5.99	HARLEY DAVIDSON	19.99	PROJECTILE	8.49	THUNDERJAWS	16.99
BLADE WARRIOR	17.49	HARPOON	19.99	PROTEST W/PROCESSOR V5	92.99	TIME & MAGIC (LEVEL 9)	11.99
BLOOD MONEY	6.49	HERO'S QUEST (GREMLIN)	16.99	QUESTON 2 (SSI)	6.49	TIMES OF LORE	6.99
BLUE MAX	19.99	HILL STREET BLUES	16.49	R-TYPE	6.99	TOYOTA CELICA GT RALLY	16.99
BOMBER MISSION DISK	7.49	HITCH HIKERS GUIDE	7.49	RAILROAD TYCOON (1 MEG)	22.99	TRIAD VOL 2 (MENACE, BAL, TETRIS)	7.99
BUDOKAN	8.49	HOLLYWOOD COLLECTION	7.49	RAINBOW COLLECTION (BUBBLE BOBBLE, RAINBOW ISLANDS & NEW ZEALAND STORY)	14.49	TRIAD VOL 3 (SPEEDBALL, BLOOD MONEY, ROCKET RANGER)	15.99
CADAVRE	16.99	ROBOCOP GHOSTBUSTERS 2	19.99	RENEGADE LEGION	19.99	TURBO CUP	4.99
CAPTIVE	16.99	ROBOCOP (DIGITA)	20.99	INTERCEPTOR (SSI)	22.99	TURRICAN	7.49
CARDINAL OF THE KREMLIN	16.99	ROBOCOP 2	16.99	RICK DANGEROUS	6.99	TURRICAN 2	15.49
CARRIER COMMAND	7.49	ROBOCOP 3	16.99	RISE OF THE DRAGON (1 MEG)	26.49	TV SPORTS (U.S.) FOOTBALL	7.49
CASHBOOK COMBO (CASHBOOK CONTROLLER & FINAL ACCOUNTS)	45.99	ROBOCOP UNLIMITED GOLF & COURSE DESIGN (1 MEG)	20.99	ROBOCOP 2	16.99	TV SPORTS BASKETBALL	11.99
CENTURION DEFENDER OF ROME	19.99	J. NICKLAUS UNLIMITED GOLF & COURSE DESIGN VOL 1 COURSES	9.49	ROCKET RANGER	7.49	ULTIMA 5	20.49
CHAMPIONS OF KRYNN (1 MEG)	19.99	J. NICKLAUS VOL 3	9.49	ROKKE'S DRIFT	15.99	UNIVERSAL MILITARY SIMULATOR 2 (1 MEG)	20.49
CHAOS STRIKES BACK (1 MEG)	16.99	CHAMPIONSHIP COURSES 1990	9.49	RULES OF ENGAGEMENT (1 MEG)	17.49	VENUS - THE FLY TRAP	8.99
CHASE H.Q. 2	16.99	JAMES POND 2	9.49	S.T.U.N. RUNNER	14.99	VIRTUAL WORLDS (TOTAL ECLIPSE, DRILLER, CASTLE MASTER, THE CRYPT)	19.99
CHRONOQUEST 2	6.99	JAMES POND 2 - RETURN TO EUROPE	17.49	ESCAPE FTPT ROBOT	20.49	VIZ	4.49
CHUCK ROCK	16.49	J. NICKLAUS UNLIMITED GOLF & COURSE DESIGN (1 MEG)	20.99	SEAL TALKER (INFOCOM)	3.99	WAR ZONE	13.99
CHOKORT - FIGHTING FOR ROME	18.99	J. NICKLAUS VOL 1	9.49	SECRET OF MONKEY ISLAND (1 MEG)	17.49	WARHEAD	6.99
CONFUCT EUROPE	7.49	J. NICKLAUS VOL 3	9.49	SECRET OF THE SILKWORM	16.99	WORLDWORTH (1 MEG)	17.49
CORPORATION	9.99	J. NICKLAUS VOL 3	9.49	SILENT SERVICE 2 (1 MEG)	22.49	WHEELS OF FIRE (HARD DRIVIN', POWERDRIFT, CHASE H.Q., TURBO OUTRUN)	6.99
CORRUPTION (M/SCROLLS)	3.99	J. NICKLAUS VOL 3	9.49	SILKWORM	16.99	WINGS (1 MEG) (CINEMWARE)	10.99
CRAZY DOWN	19.99	J. NICKLAUS VOL 3	9.49	SIM CITY & POPULOUS	10.99	WINNING TEAM (VINDICATORS, MONSTERS, APB, KLAX)	19.99
CRICKET (1 MEG)	18.99	J. NICKLAUS VOL 3	9.49	SIM CITY ANCIENT CITIES	10.99	WISHBRINGER	7.49
CRUISE FOR A CORPSE	19.99	J. NICKLAUS VOL 3	9.49	SIM CITY FUTURE WORLDS	10.99	WIZZARD	6.99
CRYSTALS OF ARBOREA	17.49	J. NICKLAUS VOL 3	9.49	SIM CITY TERRAIN EDITOR	10.49	WONDERLAND (1 MEG)	19.99
CURSE OF THE AZURE BOND (1 MEG) (SSI)	6.99	J. NICKLAUS VOL 3	9.49			WORKBENCH 1.3	14.99
CUT THROATS (INFOCOM)	8.99	J. NICKLAUS VOL 3	9.49			WRATH OF THE DEMON	19.49
DAMOCLES	8.99	J. NICKLAUS VOL 3	9.49			XENOMORPH	8.49
DAMOCLES + MISSION DISKS	15.99	J. NICKLAUS VOL 3	9.49			XENON 2, MEGABLAST	7.49
DAS BOOT (SUB SIM)	19.99	J. NICKLAUS VOL 3	9.49			YKOTS	6.99
DEATH KNIGHTS OF KRYNN (1 MEG) (SSI)	19.99	J. NICKLAUS VOL 3	9.49			ZAK MACKRAKEN	7.99
DEFENDER OF THE CROWN	7.49	J. NICKLAUS VOL 3	9.49			ZORK 1	7.49
DEJA VU 2	7.99	J. NICKLAUS VOL 3	9.49			ZORK 2	7.49
DELUXE MUSIC CONSTR SET	45.99	J. NICKLAUS VOL 3	9.49			ZORK 3	7.49
DELUXE PAINT 3	39.99	J. NICKLAUS VOL 3	9.49				
DEUTEROS	17.49	J. NICKLAUS VOL 3	9.49				
DEVPAK V2 (ASSEMBLER)	49.99	J. NICKLAUS VOL 3	9.49				
DGCALC (SPREADSHEET)	26.99	J. NICKLAUS VOL 3	9.49				
DISNEY ANIMATION STUDIO	61.99	J. NICKLAUS VOL 3	9.49				
DRAGON BREED	7.99	J. NICKLAUS VOL 3	9.49				
DRAGON SPIRIT	6.99	J. NICKLAUS VOL 3	9.49				
DRAKKEN	11.99	J. NICKLAUS VOL 3	9.49				
DRILLER	6.99	J. NICKLAUS VOL 3	9.49				
DUNGEON MASTER (1 MEG)	10.99	J. NICKLAUS VOL 3	9.49				

AMIGA A590 20 MEG HARD DISK SOCKETS FOR 2 MEG OF RAM, SCSI INTERFACE) 269.99

COMPETITION PRO EXTRA
CLEAR AUTOFOCUS
JOYSTICK
13.49

QUICKSHOT 130F
PYTHON JOYSTICK
9.99

QUICKSHOT 138F
MAVERICK 1 JOYSTICK
13.99

QUICKJOY TOP STAR
JOYSTICK
19.99

QUICKSHOT
STARFIGHTER
REMOTE WITH TWO
INFA-RED JOYPADS
29.99

AMIGA 501 RAM EXPANSION TO 1 MEG (GENUINE ITEM WITH CLOCK) FREE BART SIMPSON GAME
64.99

ROCTEC AMIGA RAM UPGRADE (TO 1 MEG) WITH CLOCK 29.99

AMIGA TO SCART LEAD (GIVES MONITOR QUALITY ON TV WITH SCART/RGB INPUT) 9.99

DUST COVER FOR AMIGA (CLEAR PVC) 3.99

MOUSE MAT 3.99

ROCTEC MOUSE FOR AMIGA 12.99

ROCTEC 3.5" EXTERNAL AMIGA DISK DRIVE
53.99

DELUXE DISK BOX (80 CAPACITY) LOCKABLE
9.99

DISK HEAD CLEANER 2.99

DISK BOX (HOLDS 10) 1.50

DISK BOX (HOLDS 40) 6.99

DISK BOX (HOLDS 80) 8.49

DISK BOX (HOLDS 100) 9.99

59p each or
21.99 for 50

SONY 3.5" DS/DD DISK + LABEL 59p each or 21.99 for 50

50,000 Members

No obligation to buy

Special Reserve Games Club



The Gameboy's high resolution mono screen and superb software provide brilliant playability, and the batteries last very well. Just the thing to take to school, with your Walkman in the second pouch! Yeah - Mondo to the Max!!!!

Gameboy 69.99

Tetris, batteries
stereo headphones, two player lead
FREE Special Reserve membership
FREE Gameboy holsters and belt

ALLEYWAY	16.99	NINTENDO WORLD CUP	16.99
BALLOON KID	16.99	QIX	16.99
BUGS BUNNY	19.99	RADAR MISSION	16.99
BURAI FIGHTER DELUXE	16.99	REVENGE OF GATOR	16.99
CHESSMASTER	16.99	SIDE POCKET	16.99
DOUBLE DRAGON	16.99	SOLAR STRIKER	16.99
DR. MARIO	16.99	SPIDERMAN	16.99
FORMULA 1 RACE (WITH	16.99	SUPER MARIO LAND	16.99
FOUR PLAYER ADAPTOR)	24.99	TEENAGE HERO TURTLES	16.99
GARGOYLES QUEST	16.99	TENNIS	16.99
GOLF	16.99	WIZARDS AND WARRIORS	16.99
HYPERLODE RUNNER	16.99	GAMEBOY HOLSTERS & BELT	16.99
KING OF THE ZOO	16.99	(INCLUDES 2 POUCHES, BELT	7.99
KWIRK	16.99	AND CARTRIDGE HOLDER)	



Order early, shortages are expected

GameGear 99.99

FREE Special Reserve membership
FREE Mains adaptor (essential)

COLUMNS	16.99	PSYCHIC WORLD	16.99
DRAGON CRYSTAL	19.99	SHINOBI	19.99
G-LONG	19.99	SUPER MONACO GP	16.99
GOLDEN AXE	19.99	WONDER BOY	16.99
MICKEY MOUSE	19.99	Mains adaptor	14.99

NRG colour
mag with
Cybertoon



Bi-monthly
to members.
Don't miss it.

Biggest and Best.

Huge catalogue. Huge discounts.
Huge stocks. Huge staff.
Huge membership.
Biggest Value, Best Service
No obligation to buy

Free Colour Catalogue
Just phone our sales team on

0279 600204

**Open to 8pm Weekdays
and to 5pm Weekends**

ANNUAL MEMBERSHIP

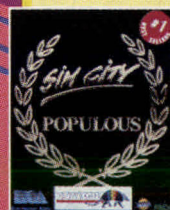
UK £6.00 EEC £8.00 WORLD £10.00
We only supply members but you can order as you join.



**costs £14.99 extra but
saves you up to £120**

Annual subscription to XS NRG is just **£14.99** for Special Reserve members only. The price includes:
6 demonstration disks of pre-release or latest titles.
6 sets of £20 money-off coupons, redeemable against top items bought from Special Reserve.
6 issues of XS NRG colour review magazine for Amiga, ST and PC users. Each issue is packed with reviews of new games (and some of the best older ones) and utilities. There's more about the NRG street gang plus cheat modes, bulletin board and club letters. You get more from the club with **XS NRG**.... That's **18 reasons to buy XS NRG**.... heres two more:

We'll give you **XS NRG PLUS**... all for **£29.99**.
XS NRG + disks + coupons + Populous + Sim City



Enter **XS NRG** and pay **£14.99**.
Or enter **XS NRG PLUS** at **£29.99**.
These offers apply to UK only. Special Reserve membership is not included.

**INEVITABLY, SOME GAMES SHOWN
MAY NOT YET BE RELEASED.**
Inter-Mediate Ltd. Registered Office:
2 South Block, The Maltings,
Sawbridgeworth, Herts CM21 9PG.

COMMODORE CDTV

Remote Control Pad
Hutchinsons Encyclopedia CD

Lemmings on CD

FREE 3.5" Roctec Disk

Drive allowing use of Amiga games

FREE Special Reserve Membership

599.99



Titles on CD

See our catalogue for a list of Amiga disk games which work on CDTV.

A BUN FOR BARNEY	34.49	GARDEN PLANTS	34.49	SHAKESPEARE COMPLETE WORKS	34.49
ADVANCED MILITARY SYSTEMS SERIES	29.49	HEATHER HITS HOME	39.49	SHERLOCK HOLMES	29.99
ALL DOGS GO TO HEAVEN	34.49	HORSE RACING	29.49	SIM CITY	29.49
AMERICAN HERITAGE DICTIONARY	49.49	HOUD OF THE BASKERVILLES	19.99	TALE OF BENJAMIN BUNNY	39.49
ANIMALS IN MOTION	19.99	ILLUSTRATED HOLY BIBLE	34.49	THE NEW BASICS ELECTRIC	39.49
ANIMATED COLOURING BOOK	19.49	INDOOR PLANTS	34.49	COOKBOOK	39.49
BARNEY BEAR GOES TO SCHOOL	29.49	INDOOR SPORTS	29.49	THE TALE OF PETER RABBIT	39.49
BASKETBALL	29.49	LTV ENGLISH	34.49	THOMAS' SNOWSUIT	34.49
BATTLESTORM	29.49	MANY ROADS TO MURDER	29.49	TIME TABLE OF	39.49
CASE OF THE CAUTIOUS CONDOR	34.49	MIND RUN	29.49	BUSINESS POLITICS	39.49
CINDERELLA	39.49	MOVING STOMACH ACHE	39.49	TIME TABLE OF	39.49
CLASSIC BOARD GAMES	34.49	MUD PUDDLE	34.49	SCIENCE & INNOVATION	39.49
DEFENDER OF THE CROWN	29.49	MUSIC MAKER	34.49	TOWN WITH NO NAME	19.99
DINOSAUR FOR HIRE	16.49	MY PAINT	29.49	TREES AND SHRUBS	34.49
DR. WELLMAN	54.49	NINJA HIGH SCHOOL COMIX	16.49	WOMEN IN MOTION	19.99
F16 FALCON	49.49	OUR HOUSE	34.49	WORLD VISTA ATLAS	54.49
FRUITS, VEGETABLES AND HERBS	34.49	PAPER BAG PRINCESS	34.49	WRATH OF THE DEMON	23.99
FUN SCHOOL 3 (2-5 YRS)	24.49	SCARY POEMS FOR ROTTEN KIDS	39.49	XENON 2, MEGABLAST	29.49



399.99

**Amiga
A500
Cartoon**



299.99

**Amiga
A500
Computer**

1 MEG RAM, LEMMINGS, THE SIMPSONS,
CAPTAIN PLANET, DELUXE PAINT 3
FREE KIND WORDS 2.0 WORD
PROCESSOR
FREE INFOFILE DATABASE
FREE MAXIPLAN PLUS SPREADSHEET
FREE SPECIAL RESERVE MEMBERSHIP

LEMMINGS, CAPTAIN PLANET
MOUSE, TV MODULATOR
FREE PHOTON PAINT
FREE SPECIAL RESERVE MEMBERSHIP

Amiga + 2 Games 299.99

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS.
(PLEASE PRINT IN BLOCK CAPITALS)

NAME

Address

Postcode

Telephone Machine type

Enter membership number (if applicable) or
Membership fee £6 UK, £8 EEC, £10 World

item

item

item

item

ALL PRICES INCLUDE UK POSTAGE & VAT

£

Cheque/P.O./Access/Mastercard/Switch/Visa

Credit card expiry date Switch Issue Number

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders: EEC software orders - no extra charge
World software orders please add £1.00 per item.
Non-software items please add 10% EEC or 25% World.
Overseas orders must be paid by credit card.

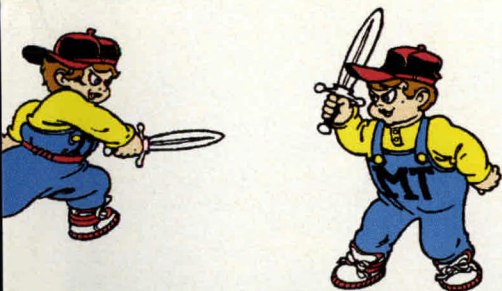


FOR YOUR ATARI ST, CBM AMIGA,
IBM PC & COMPATIBLES

My head is thumpin', and my heart is pumping the adrenalin around every vessel of my hyper-tense body - the 'driving unit', that will be shoe-horned, wedged like a Colt 45 into it's holster, as I am placed into the command seat of my vehicle - ready to enter the arena of play... and combat. "Wild Wheels" they call us. Combatants who play a "game" - a game where there are two ways to lose... down on points or down on fuel - the fuel of life! And our "kit" for action are the finely honed masterpieces of engineering... machines that will pole-axe the opposition, melt them, crush them, detonate them into a million white-hot, speeding grains of shrapnel. The 'kit of death' where many of us will experience our last, final, blinding flash.



Now, in the arena, the game becomes a struggle to win, a fight for life. The noise from the screaming crowd is drowned by the incessant roar of the mighty heart of this mechanoid beast, it's engine pushing out every ounce of power to keep me just ahead, and delivering a heavy, sickening blow into my back as it accelerates at my command. Taking aim, I firm up every muscle ready for the great burst, the deafening scream as I unleash my lethal messenger... and its message - "GAME OVER!" But that's just half the game story. Now YOU enter the arena... ENJOY THE SHOW!
OCEAN SOFTWARE LTD. 6 CENTRAL STREET, MANCHESTER, M2 5HS
TEL. 061 832 6633 FAX. 834 0650



Action Packed!

REVIEWS

Afrika Korps	91
Atomino	46
Battle Chess	66
Billiards II	80
Battle of Britain	58
Champion of the Raj	90
Charge Light Brigade	90
Conflict: Middle East	82
Cricket	80
Crime Does Not Pay	91
Final Fight	26
Gunboat	56
Halls of Montezuma	82
Navy SEALs	60
Nebulus II	84
Silent Service	88
Silverblade	48
Simpsons	52
Sliders	81
Stack-Up	54
Thunderhawk	62
Trivia Quiz	54
Utopia	40
Whirlwind Snooker	43
Wild Wheels	94



UTOPIA: EXCLUSIVE REVIEW!



News4

Up to the moment news on what's happening in the Amiga scene. We preview soon-to-be-released games and give you the lowdown on their development.



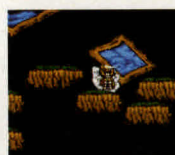
Super Leagues12

We've compiled the most informative and comprehensive set of games charts that you could ever hope to see. If there's a game that you're thinking of checking out then look no further.



Action Cover Disk14

Amiga Action has two special coverdisks on this month's birthday issue. First of all we have a playable demo of Challenge Golf along with a full game called Tanx. The second disk includes playable demos of Pegasus and Zone Warrior.



Boggit's Domain21

If adventures are your love and you're having a few problems with your favourite game then your best bet is to ask the Boggit. You can guarantee that he'll have some of the answers, if not all.



In Progress Special30

We take sneak previews of Gremlin's Lotus Turbo Challenge 2 and Under Pressure from Electronic Zoo. We also take a look at what the German company Demonware have currently got in the pipeline.



Big Birthday Giveaway Compo..50

Yes, this month Amiga Action is two years old! Hip, hip, hooray! And to celebrate the event we have the ultimate in mega-compos. One of our lucky readers will win a year's worth of new games released by not one, not two, not even three, but four of the most prestigious software houses around! That means all the new releases over the next year from Gremlin, Psygnosis, US Gold and System 3. What more could you possibly want?



Giving the Game Away68

The GTGA section keeps on improving. This month we guide you through the first four levels of Warzone, the early stages of Ocean's Elf and the last four levels of Gremlin's Hero Quest.



Demos96

The demos we receive just keep on improving so Peter Lee has given in to public demand and insisted that we extend the feature to two pages.



Late Kick Off100

To cover those games that didn't quite make the issue deadline we offer you a little summary just to whet your appetite. If we believe that they deserve another more in-depth review they will be given the full treatment in the next issue.



Tech — Spec.....102

Paul Austin takes a look at a few utilities that will help you when dealing with the Amiga operating system.

TERMINATOR

OCEAN'S

After the amazing success of the first Terminator film it was only a matter of time before the sequel came along and who better than Ocean to convert the movie, starring Arnie once again?

Jon Connor, who didn't even taste life in the first film, is now a grown man struggling against the evil Network, a defence computer gone haywire in the 21st century. Using a special time machine, Jon sends a Terminator (Arnold Schwarzenegger) to protect himself as a young boy in the past. However, the Network has similar plans and sends an even tougher Terminator to take out Arnie and kill the young boy.

The new android is even more powerful than Arnie and even though his head gets blow off in the movie he still comes back for more. The reason he is so endurable is due to fact that he is made of mercury which enables him to transform into an object as well as pass through metal doors, walls and pipes.

Most of the film centres around the two terminators hacking away at each other with the boy's future

in their minds. There are several chase scenes which play a heavy role in the computer game and players take the role of both Jon Connor and the goodie Terminator. As energy is drained from the two Terminators it is indicated by the human resemblance of their faces shown in the picture on the right of the screen.

In between the chase sections there are puzzle games centering around Arnie repairing his battered body. One of these comprises a slide jigsaw which must be sorted

correctly in order to repair Arnie's face. If these are completed in time a bonus is awarded to the player.

Terminator 2 is due for release at Christmas. However, no price tag has been set so far.



THUNDERHAWK

AH-73M



As an élite member of 'MERLIN' you will be employed specifically to defuse crisis situations around the world without provoking full scale war. Control Thunderhawk in what is proclaimed to be "The fastest 3D graphic system to appear on any home computer".

Available on
ATARI ST,
COMMODORE AMIGA
and P.C.

CORE
DESIGN LIMITED

SIDE LINERS

7 COLORS INFOGRADES

7 Colors is the latest offering from Infogrames and is a puzzle game where you must swamp the playing field with your chosen colour. As colours are placed on the screen they link with certain others and spread.

Each player starts at one corner and must push their way into their opponent's colour. There is a timer on the right of the screen so you'll have to be quick. We should have a review in the next issue.



BIG, BAD AND UGLY SPECTRUM HOLOBYTE

Spectrum Holobyte are set to pay homage to the ugly duckling, which recently did such a great service in the Gulf War. The A-10 Tank Killer is a rather ungainly looking bird but what it lacks in looks it more than makes up for in ability.

Big, Bad And Ugly is expected to be released some time this Autumn.



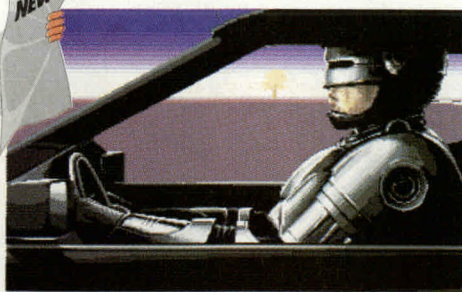
LOST IN L.A. — ACCOLADE

Les is back where he belongs, in the centre of the world's most glamorous and talked about community, California. Players must stop him from falling foul of the many temptations, including women. Les must also solve a sinister crime.

The Amiga version of Lost in L.A. should be available around Christmas time from Accolade.



006
AMIGA
ACTION



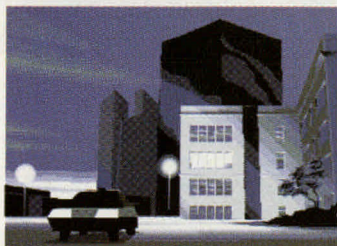
Robocop, alias Alex Murphy, is back on the beat and this time represented in glorious 3D. Once again, Old Detroit is in trouble again. Can the ol' tin can save the people?

YOU'RE NEXT CREEP!

The atmosphere of the scenes is very similar to those created in the film Blade Runner. Shaun Hollywood, who's previous work includes animation for Passion Pictures and Roger Rabbit was the guy responsible for setting the mood. He was also responsible for the initial character animation used in the Mechadroid demo.

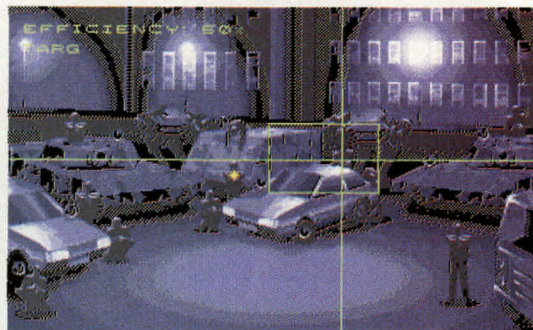
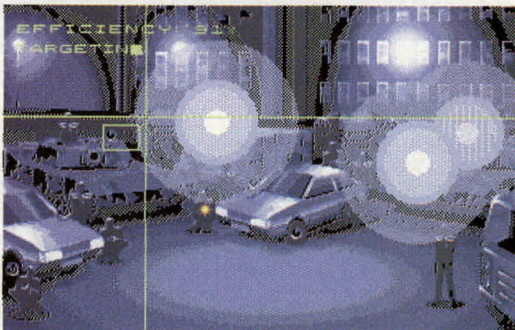
To create the 3D, DID, who are responsible for the game, used the same engine that was used on F-29 Retaliator. They were, however, able to eradicate most of the flight sim requirements which made the engine run 30 per cent faster. Although the previous Robocop licenses weren't very impressive, Robocop 3 has taken a different look and on this basis looks set to be a big success.

Work is almost complete on Robocop 3 so you can expect to see a full review within the next two months. Keep your eyes peeled!



Ocean have been extremely busy lately and are adding the finishing touches to their most eagerly awaited game this year, Robocop 3. The film is planned for release early next year but the game should be available within the next two months.

Robocop 3 is represented in 3D with intermediate scenes digitised straight from the movie. You play Alex Murphy who must help a band of rebels to save the residents of Old Detroit who are being evicted by a merciless group of mercenaries hired by a Japanese company that has brought out Omni-Consumer products' pet project — Delta City.



REACHING NEW HEIGHTS

After the incredible success of F19 Stealth Fighter, Microprose are due to release the sequel entitled F117A Stealth Fighter 2.0. The 3D engine used on the first game has been souped up quite considerably so there should be quite a few new surprises in the sequel.

There are nine worlds in which to fly including Colombia, Panama, Northern Japan and Iraq (hee hee!). There will also been an option to load future worlds which implies the possibility of data disks.

F117A will carry a recommended retail price of

£39.99 and be available in September 91. The pictures shown are taken from the IBM PC.

Another sequel which has taken a long time coming is Gunship 2000, follow up to Gunship (pretty obvious really).

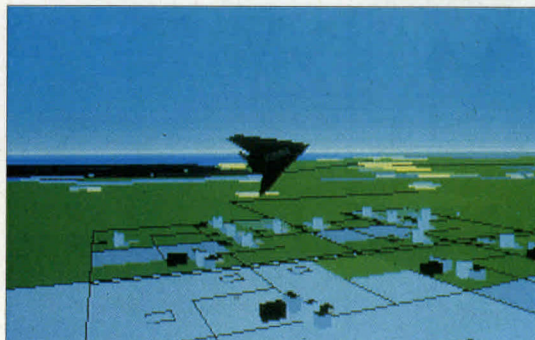


The original game won several awards when it was released a few years ago and sold 1 million copies worldwide.

The player will be offered a choice of three helicopters as well as scenarios set in Central Europe and the Persian Gulf.

The environment has been created by a new development called Topological 3D that generates terrain with depressions as well as elevations so as to give maximum ground detail.

Gunship should be available in the new year from Microprose. The price will be £39.99



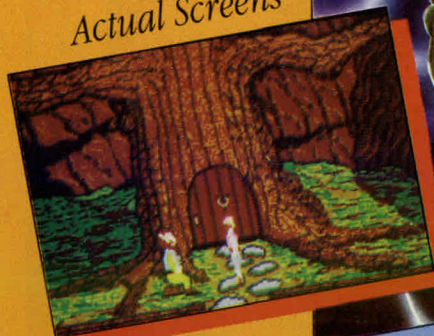
THE ADVENTURES OF MADDOG WILLIAMS

in the Dungeons of Duridian

Available for the
IBM, Tandy, Amiga
and ATARI ST

Supports Ad Lib,
Soundblaster, and
ROLAND MT-32
CM-64 PRO-E RA-50

Actual Screens



*"It's not just a quest,
it's an Adventure!"*

***A Fully-Animated
Interactive 3D
Adventure!***

"Maddog Williams is an endearing game, and we found it to be a very rewarding experience. If you like adventure, take a look at Maddog Williams!"

- Gantry Gappmayer
Game Reviewer
Quill Publishing

- Five Full Disks of Fun!
- Over 115 Breath-taking Scenes With Fantastic Animation.
- 3 Exciting Levels of Difficulty.

Brought to you by the Wizards at GAMECRAFTERS

Buy it now at your software dealer or call:
GAMECRAFTERS

Phone: (801) 226-4355 FAX (801) 224-6313

In Europe call: (0274) 599-225

*Laugh your way through the toughest
adventure you'll ever love!*

SIDE LINERS

BONANZA BROTHERS US GOLD

After gaining great acclaim in the arcades, Bonanza Brothers is soon to reach the Amiga.

The Brothers are two squat looking fellows in like to indulge in a stint of burglary. Both characters are pretty mercenary when it comes to stealing loot and they're out to better each other.

The action is split screen with a map of the level in the centre. The Bonanza Brothers are indicated by red dots on the maps so players will know exactly where they are.

The Bonanza Brothers can meet up but they are working for themselves. If the two do come together they can set traps for their enemies much in the same way as Spy Vs Spy.

There are guards and robot patrol droids on some levels so its not going to be just plain sailing.

The patrol guards are out for the brothers blood and they won't stop until they're forced to quit by falling foul of traps.

The game is now in development but it will be some time before it is released.



008
AMIGA
ACTION

PURE GENIUS, PURE GOLD

SSI, under the US Gold label, are set to release Shadow Sorcerer, a role-playing game set in the same style as Eye of the Beholder.

The game features the characters from the best selling Dragonlance series of novels - Tanis, Raistlin, Flint and Tasselhoff are just a part of your 14 member party who have rescued a group of frightened refugees from the evil Verminaard and his 'pet' dragon, Ember.

As with all SSI role-playing games you must maintain certain tasks in order to win. Four characters must scout ahead to find a safe haven for the refugees which must be supplied with food. They must also be moving in the right direction and you must protect them by defeating those that might try to block the way.

There are plenty of characters to meet along the way, some will be helpful, others will not. With perseverance you will eventually discover the location of the long-lost Dwarven fortress of Skullcap - the entrance to Thorbadin, kingdom of the mountain Dwarves.

Unfortunately, Skullcap is occupied by a Necromantic Sorcerer of incredible power. He has constructed intricate mazes

and magically locked the doors that provide access to his domain to protect himself from the outside world.

You will need seven magic keys to unlock the secrets of Skullcap. You must also find a way of dealing with the most powerful sorcerer the Land of Kryn has ever witnessed.

Players will need to act as a team if they are to succeed. Each character has individual skills that will play an important part.



A new combat system has been developed that can run in realtime with players having minimal input thus allowing them to plan their tactics. To allow new users to get into the thick of the action straight away. To fight, each character should select an opponent and a weapon to enter combat with.

Shadow Sorcerer dispenses with the character creation procedures found in other RPGs but allows players to identify with the well-known cast of characters found in the Dragonlance series of novels and game modules.

Shadow Sorcerer looks set to be the most involved role-playing game yet to be produced from SSI.

Although a price has not yet been decided the game will be released in September and will require 1 Meg.



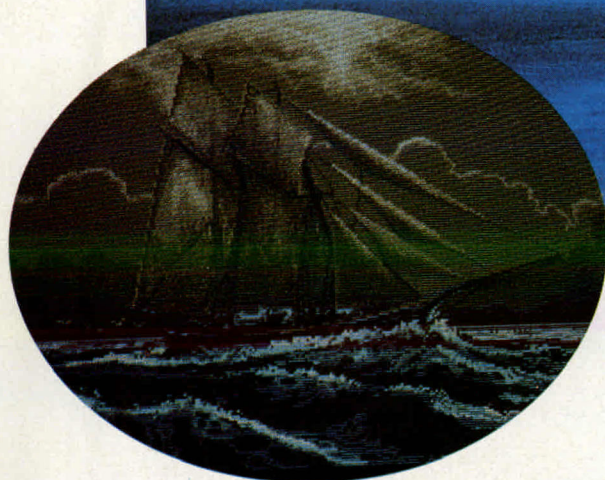
OUTRUN THE REST



MAUPITI island

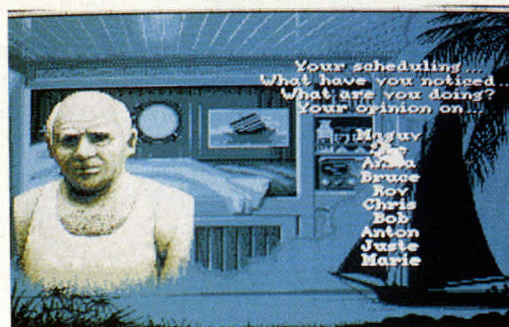
LES
4
D'OR
fnac
GENERATION 4

TILT D'OR
CANAL +
1990



MAUPITI ISLAND-

Will capture your imagination with its realistic sound effects, flowing music and beautiful graphics. It will absorb your full attention for countless hours as you discover this romantic paradise island; keeping you in suspense until you have solved the many mysteries and clues in this first class whodunnit.



"COMPLEX, REWARDING
MYSTERY FOR THE
INDEPTH ADVENTURERS'
THE ONE



ABDUCTION, MYSTERY, AND SUSPENSE...

"Everything began with the cyclone's arrival... So, we headed for the safety of MAUPITI Island. When we arrived, I immediately knew that there would be a heated ambience.... A very heated ambience..."

Another mystery for Jerome LANGE:
WHO KIDNAPPED MARY?

DISTRIBUTED BY UBISOFT PHONE NO. 0252-860299

SIDE LINERS



RAINING CATS AND ALIENS

CHINTO'S REVENGE MILLENIUM

Millenium are just finishing the last touches to Chinto's Revenge, a story of a young boy who escapes assassination during a terrible war. Unfortunately, his family don't survive and are murdered mercilessly. The boy wanders aimlessly before he is discovered by a group of priests who conducting martial arts training. He is fed and then taken by to the temple where he is looked after.

The boy is now a young man, well trained in the martial arts by the priests who looked after him. Now his mind and body are calm but he still has a job to do - he must avenge the murder of his family.

Chinto informs the priests of his intentions but they disagree but such his his urge to bring his family's murderers to justice that he ignores their advice.

Chinto's Revenge, which was programmed by Wing Lai, is a maze game with over 400 screens full of traps and hazards. You must guide the martial artist through forests, lakes and gardens to the well-guarded city where you must destroy the evil overlord.

The game should be out around now and will set you back £25.99.

After searching the galaxy for a new planet to inhabit following the ruination of their own through lack of environmental awareness, a group of the most evil, vile and slimiest aliens known to man have waged war on the planet Earth.

Carrying out raids from a large mothership hovering above the green and peaceful planet, hidden from radar by alien technology, the aliens have been infiltrating and terrorising the population.

Rumour has it that aliens are even hidden in every-day street objects ready to pounce on unsuspecting humans.

Early reports of the aliens were dismissed as being pure speculation and fantasy but vigilant UFO watchers were better informed, setting up a base in the city at the Burger Cafe where they

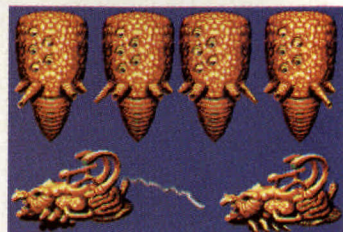


could respond instantaneously to any suspicious activities.

Their mission will involve mass beast busting and alien annihilation as the battle wages through city streets and shops but you'll have to keep your wits about you.

Alien Storm includes several features such as six massive brain busting levels each with varying stages of progressive gameplay, a ferociously addictive mixture of fast and slow scrolling fight scenes and a huge army of gruesome, multiple character, man-eating monsters. What more could you ask for?

You can expect to see Alien storm from US Gold on the Amiga in September although you'll have to wait for the price announcement.



A long, long time ago, a terrible monster descended without warning upon the paradise land of Alurea and proceeded to decimate everything in its path.

The unsuspecting Alurean people were hit very hard - they'd lived in peace for a thousand years and had forgotten how to combat the savagery of war. As a result, the people were wiped out and the country destroyed, only the king's twin baby sons survived...

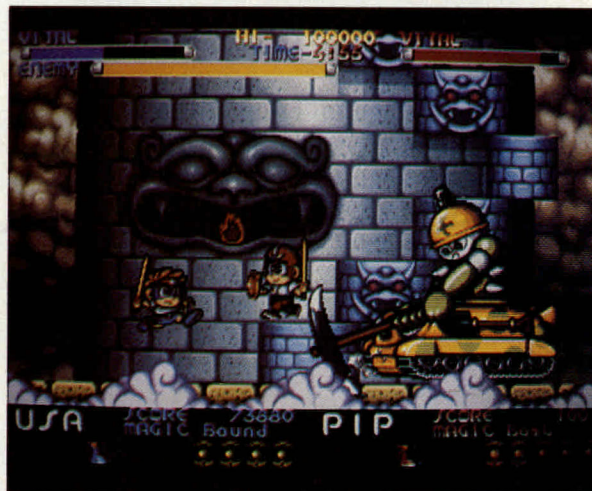
Now, 15 years later, the twins have set out on a quest to revenge the massacre of their people and to try to set their world in order again.

To help their quest they need the legendary stone called Dragon Blue-Eyes - the only way to re-awaken their country and bring peace to its people. Unfortunately, the stone has been hidden away and so they will need to find it before they can be victorious.

As the Mega Twins, you'll dash through six levels of dazzling arcade action set in the fantasy world of Alurea, including fairy tale forests, underwater caves (don't forget your flippers) and even an airborne level.

Mega Twins, created by Capcom is due for release by US Gold in Autumn 91. No price tag has yet been released.

TWO'S COMPANY



The main game is viewed from overhead. Chinto's Revenge loans itself to mapping perfectly and should prove a challenge.



Each of the intermediate scenes has been beautifully drawn in Oriental style to add atmosphere to the game.



As a young boy, Chinto is extremely happy until one day assassins break into the house and murder his family in cold blood.



NEW! CARTOON CLASSICS PACK

HARDWARE:	SOFTWARE - PRODUCTIVITY
512K AMIGA 500	DELUXE PAINT III
A520 TV MODULATOR	PLUS! FREE FROM SILICA
A501 RAM EXPANSION	ARCADE ACTION PACK
SOFTWARE - ENTERTAINMENT	PHOTON PAINT 2.0
BART SIMPSON	TOTAL RRP: £906.67
CAPT PLANET & PLANETEERS	YOU SAVE: £507.67
LEMMINGS	

PLUS! 16 NIGHTS FREE HOLIDAY ACCOMMODATION

£399

SILICA PRICE - INC VAT + FREE DELIVERY



AMIGA

STAND-ALONE 500 COMPUTER

- 512K AMIGA £329.99
- TV MODULATOR FREE
- MOUSE CONTROLLER ... FREE

PLUS! - FREE FROM SILICA

- ARCADE ACTION PACK ... £229.78
- PHOTON PAINT 2.0 £89.95

TOTAL RRP: £649.72

YOU SAVE: £320.72

SILICA PRICE: £329

PLUS! FREE HOLIDAY ACCOMMODATION

£329

SILICA PRICE - INCLUDES VAT + FREE DELIVERY

FREE! FROM WITH SILICA EVERY

ARCADE ACTION PACK

The new Arcade Action Games Pack is THE software compendium for Amiga owners, featuring ten top titles with a variety of different types of games for you to enjoy. Each title is packaged in its own plastic case, with a colour sleeve and full instructions. The Arcade Action Pack is FREE! when you buy your Amiga 500 from Silica.

FREE! WORTH: £219.78



ARCADE ACTION GAMES PACK



FREE! PHOTON PAINT 2.0 GRAPHICS PACKAGE

Every Amiga 500 from Silica Systems comes with a FREE Photon Paint 2.0 (RRP £89.95), one of the most advanced art packages available for the Amiga. With it, you will be able to harness the extraordinary graphics power of the Amiga and produce inspirational pictures in minutes. With 4096 colours, your pictures will reach life-like appearance. These can be animated in real-time using a vast range of graphical effects, including blending colours and dithering, stencils, shadowing, contour mapping and surface mapping.

WORTH £89.95



FREE! 16 NIGHTS HOLIDAY HOTEL ACCOMMODATION

Every Amiga from Silica comes with a FREE 72 page, full colour brochure with accommodation vouchers. These vouchers entitle 2 people to stay up to 16 nights in one hotel (or any number of hotels to a total of 16 nights) with accommodation FREE (you could take up to six nights for four people, or other options). Choose from the 250 hotels featured in the catalogue. All you have to pay for are your meals (prices are listed in the brochure). Reduced rates in top London hotels and hotels in France are also featured.



AMIGA

TOTAL FREE PACKAGE

ARCADE ACTION PACK - £229.78:

Asterix - By Coktel Vision	£24.99
Chess Player 2150 - By CP Software	£24.95
Drivin' Force - By Digital Magic	£24.95
Live & Let Die - By Elite	£19.99
Onslaught - By Hewson	£24.99
Pipe Mania - By Empire Software	£24.99
Rick Dangerous - By Firebird	£24.99
Rock 'n' Roll - By Rainbow Arts	£19.99
Skweek - By US Gold	£19.99
Trivial Pursuit - By Domark	£19.95

ART PACKAGE - £89.95:

Photon Paint 2.0 - By MicroIllusions	£89.95
--	--------

TOTAL RRP: £319.73

FREE! WORTH NEARLY: £320

PLUS! FREE HOLIDAY ACCOMMODATION

SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT COURIER DELIVERY:** On all hardware orders shipped in the UK.
- **TECHNICAL SUPPORT HELPLINE:** Team of Amiga technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 12 YEARS:** Proven track record in professional computer sales.
- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available for large orders.
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your Amiga requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers and software/peripheral details.
- **PAYMENT:** By cash, cheque and all major credit cards.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Systems Service".

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-309 1111
Order Lines Open:	9.00am-6.00pm	No Late Night Opening
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA	Tel: 071-580 4000
Opening Hours:	Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm
LONDON (SELFRIDGES):	1st Floor, 369 Oxford Street, London, W1A 1AB	Tel: 071-629 1234
Opening Hours:	Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-302 8811
Opening Hours:	Mon-Sat 9.00am-5.30pm	Late Night: Friday until 7pm

To: Silica Systems Ltd, Dept AMACT-0991-60, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND FREE AMIGA COLOUR CATALOGUE

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode: Tel:

Which computer(s), if any, do you own?

EOE - Advertised prices and specifications may change - please return the coupon for the latest information.

MAIL ORDER HOTLINE
081-309 1111

SILICA SYSTEMS

A - These games have been awarded an **Accolade** for outstanding impact within their allocated league.

R - These games have been **Recommended** as they are definitely a good buy, but not quite Accolade standard.

ADVENTURE



The Adventure League contains all those games that are played by inputting text commands.

- 1 Indiana Jones, Last Crusade **A**
- 2 Secret of Monkey Island **A**
- 3 Space Quest series **A**
- 4 Leisure Suit Larry series **A**
- 5 King's Quest series **A**
- 6 Maniac Mansion **A**
- 7 Elvira - Mistress of the Dark **A**
- 8 Trial by Fire **A**
- 9 Operation Stealth **A**
- 10 Zak McKracken **A**
- 11 Zork Trilogy **A**
- 12 Wonderland **R**
- 13 Hitchhikers Guide to the Galaxy **R**
- 14 Planetfall **R**
- 15 Guild of Thieves **R**
- 16 Demoniac **R**
- 17 Stationfall **R**
- 18 Codename: Iceman **R**
- 19 Conquests of Camelot **R**
- 20 Lurking Horror **R**
- 21 Future Wars **R**
- 22 Ultima series **R**
- 23 Police Quest series **R**
- 24 Loom **R**
- 25 Manhunter series **R**
- 26 Deja-Vu 1 & 2 **R**
- 27 Shogun **R**
- 28 Spellbreaker **R**
- 29 Wishbringer **R**
- 30 Chronoquest series **R**
- 31 Enchanter **R**
- 32 Sorceror **R**
- 33 Beyond Zork **R**
- 34 Zork Zero **R**
- 35 Suspect **R**
- 36 Beurocracy **R**
- 37 Deadline **R**
- 38 Time **R**
- 39 Infidel **R**
- 40 Corruption **R**
- 41 Fish **R**
- 42 Jinxter **R**
- 43 The Pawn **R**
- 44 Suspended **R**
- 45 Leather Goddesses of Phobos **R**
- 46 Times of Lore **R**
- 47 Colonel's Bequest **R**
- 48 Goldrush! **R**
- 49 Starcross **R**
- 50 Hollywood Hi-jinx **R**

ARCADE ADVENTURE



This league contains games that, although adventures, are very graphical and do not rely on text input.

- 1 Dungeon Master **A**
- 2 Chaos Strikes Back **A**
- 3 Captive **A**
- 4 Cybercon III **A**
- 5 Hunter **A**
- 6 Corporation & Mission Disk **A**
- 7 Eye of the Beholder **A**
- 8 Cadaver **A**
- 9 Hero Quest **A**
- 10 Xenomorph **A**
- 11 Elf **A**
- 12 Rocket Ranger **A**
- 13 It Came... & Ant Head **A**
- 14 Horror Zombies from the Crypt **A**
- 15 Unreal **A**
- 16 Kult **A**
- 17 Mean Streets **A**
- 18 Shadow of the Beast II **A**
- 19 Prince of Persia **A**
- 20 Obitus **A**
- 21 Crystals of Arborea **A**
- 22 Voodoo Nightmare **A**
- 23 Zombi **A**
- 24 Ninja Remix **A**
- 25 Colorado **A**
- 26 Bloodwych & Data Disks **A**
- 27 Gold of the Aztecs **A**
- 28 Escape from Colditz **R**
- 29 Shadow of the Beast **R**
- 30 B.A.T. **R**
- 31 The Simpsons **R**
- 32 Death Trap **R**
- 33 Treasure Trap **R**
- 34 The Immortal **R**
- 35 Infestation **R**
- 36 Resolution 101 **R**
- 37 Neuromancer **R**
- 38 Ran Xerox **R**
- 39 Batman - The Caped Crusader **R**
- 40 Wierd Dreams **R**
- 41 Sir Fred **R**
- 42 Heroes of the Lance **R**
- 43 Stormlord **R**
- 44 Thunderbirds **R**
- 45 Ghostbusters 2 **R**
- 46 Nightbreed (Interactive) **R**
- 47 Omnicron Conspiracy **R**
- 48 Chaos in Andromeda **R**
- 49 Badlands Pete **R**
- 50 Space Ace **R**

ARCADE STRATEGY



The Arcade Strategy League is made up of games that contain action elements as well as strategy.

- 1 Elite **A**
- 2 Armour-Geddon **A**
- 3 Midwinter **A**
- 4 Starglider 2 **A**
- 5 The Killing Cloud **A**
- 6 Interphase **A**
- 7 Dragon's Breath **A**
- 8 Iron Lord **A**
- 9 Pirates **A**
- 10 Millenium 2.2 **A**
- 11 Damocles & Mission Disk **A**
- 12 Lords of the Rising Sun **A**
- 13 North and South **A**
- 14 Narco Police **R**
- 15 Star Control **R**
- 16 Moonfall **R**
- 17 Time Machine **R**
- 18 Magic Fly **R**
- 19 Starflight **R**
- 20 Space Rogue **R**
- 21 Eco Phantom **R**
- 22 Swords and Galleons **R**
- 23 Carthage **R**
- 24 Lost Patrol **R**
- 25 Murders in Space **R**

STRATEGY



Games that require a great deal of tactical planning are all contained within the Strategy League.

- 1 Powermonger **A**
- 2 Utopia **A**
- 3 Genghis Khan **A**
- 4 SimCity & Terrain Editor **A**
- 5 Supremacy **A**
- 6 Bandit Kings of Ancient China **A**
- 7 Populous & Promised Lands **A**
- 8 Railroad Tycoon **A**
- 9 Centurion - Defender of Rome **A**
- 10 Breach 2 **A**
- 11 Harpoon **A**
- 12 Murder **A**
- 13 Laser Squad **A**
- 14 Breach **A**
- 15 Paladin **A**
- 16 Deuterios **A**
- 17 Warlords **A**
- 18 Gettysburg **A**
- 19 Armada **A**
- 20 Borodino **A**
- 21 Risk **A**
- 22 Battle Chess II **A**
- 23 Battlemaster **A**
- 24 Moonbase **A**
- 25 Battle Chess **A**

PLATFORM



The Platform League encompasses all games that require you to leap from platform to platform.

- 1 Nebulus II **A**
- 2 Gods **A**
- 3 Switchblade 2 **A**
- 4 James Pond **A**
- 5 Rainbow Islands **A**
- 6 Switchblade **A**
- 7 Rick Dangerous 1 & 2 **A**
- 8 Toki **A**
- 9 Chuck Rock **A**
- 10 Brat **A**
- 11 P.P. Hammer **A**
- 12 Flood **A**
- 13 New Zealand Story **A**
- 14 Viking Child **A**
- 15 Night Shift **A**
- 16 Ghouls'n'Ghosts **A**
- 17 Prehistorik **A**
- 18 Navy Seals **R**
- 19 Edd the Duck **R**
- 20 Kid Gloves **R**
- 21 Car - Vup **R**
- 22 Little Beau **R**
- 23 Impossamole **R**
- 24 The Amazing Spiderman **R**
- 25 Batman - The Movie **R**

PUZZLE & QUIZ



If it's a brain teaser that you're after then take a browse through the Puzzle & Quiz League.

- 1 Lemmings **A**
- 2 Chips Challenge **A**
- 3 Pipemania **A**
- 4 Klax **A**
- 5 Tetris **A**
- 6 Blockout **A**
- 7 Welltris **A**
- 8 Ishido **A**
- 9 Puzznic **A**
- 10 Nevermind **A**
- 11 E-Motion **A**
- 12 Trivial Pursuit **A**
- 13 Atomino **R**
- 14 Logical **R**
- 15 Brain Blasters **R**
- 16 Gem'X **R**
- 17 Atomix **R**
- 18 Revelations **R**
- 19 Pick'n'Pile **R**
- 20 Quadrel **R**
- 21 Loopz **R**
- 22 Spindizzy Worlds **R**
- 23 Jumping Jackson **R**
- 24 Clown'o'Mania **R**
- 25 Scrabble **R**

Super League

BEAT 'EM-UP



Contains all those games that require you to kick hell out of your enemy and generally be violent.

- | | | |
|----|----------------------|---|
| 1 | Final Fight | A |
| 2 | IK+ | A |
| 3 | Torvak the Warrior | A |
| 4 | Budokan | A |
| 5 | Panza Kick Boxing | A |
| 6 | Oriental Games | A |
| 7 | After the War | A |
| 8 | Golden Axe | R |
| 9 | Vigilante | R |
| 10 | Ninja Warriors | R |
| 11 | Wrath of the Demon | R |
| 12 | Shadow Warriors | R |
| 13 | Sword of the Sordan | R |
| 14 | Metal Mutant | R |
| 15 | Chambers of Shaolin | R |
| 16 | Metal Masters | R |
| 17 | Black Tiger | R |
| 18 | Skull and Crossbones | R |
| 19 | Dynasty Wars | |
| 20 | Full Contact | |
| 21 | TMHT | |
| 22 | Nightbreed (Arcade) | |
| 23 | Rogue Trooper | |
| 24 | Double Dragon II | |
| 25 | Last Ninja 2 | |

BAT 'N' BALL



If rebounding a projectile off a bat excites you then the Bat 'n' Ball League is the place to look.

- | | | |
|----|-----------------------------|---|
| 1 | Arkanoid 2 - Revenge of Doh | A |
| 2 | Light Corridor | A |
| 3 | Shufflepuck Cafe | A |
| 4 | Arkanoid | A |
| 5 | Krypton Egg | R |
| 6 | Lords of War | R |
| 7 | Botics | |
| 8 | Titan | |
| 9 | Ballistix | |
| 10 | Impact | |

LAND & SEA SIMULATORS



Any simulation of a ground vehicle or sea vessel is contained in the Land & Sea Simulators League.

- | | | |
|----|------------------------------|---|
| 1 | M1 Tank Platoon | A |
| 2 | Silent Service II | A |
| 3 | Team Yankee | A |
| 4 | Silent Service | A |
| 5 | Sherman M4 | A |
| 6 | Operation Spruance | R |
| 7 | Conqueror | R |
| 8 | Advanced Destroyer Simulator | R |
| 9 | Red Storm Rising | R |
| 10 | 688 Attack Sub | R |

SHOOT 'EM-UP



A shoot 'em-up consists of plenty of enemy and bucketfuls of blasting everything in sight.

- | | | |
|----|------------------------------|---|
| 1 | Xenon 2 - Megablast | A |
| 2 | Blood Money | A |
| 3 | Amnios | A |
| 4 | Swiv | A |
| 5 | Killing Game Show | A |
| 6 | Z-Out | A |
| 7 | Turrican 2 | A |
| 8 | X-Out | A |
| 9 | Turrican | A |
| 10 | Silkworm | A |
| 11 | Warzone | A |
| 12 | Atomic Robo-Kid | A |
| 13 | Simulcra | A |
| 14 | Strider II | A |
| 15 | Stellar 7 | A |
| 16 | Battle Squadron | A |
| 17 | R-Type | A |
| 18 | Venus | A |
| 19 | Midnight Resistance | A |
| 20 | R-Type II | A |
| 21 | Mercs | R |
| 22 | Line of Fire | R |
| 23 | Operation Wolf | R |
| 24 | Shadow Dancer | R |
| 25 | Super Skweek | R |
| 26 | Battlestorm | R |
| 27 | Robocop 2 | R |
| 28 | Baal | R |
| 29 | Operation Thunderbolt | R |
| 30 | Warlock the Avenger | R |
| 31 | Xenon | R |
| 32 | Anarchy | R |
| 33 | StarRay | R |
| 34 | Predator II | R |
| 35 | Ghost Battle | R |
| 36 | Frenetic | R |
| 37 | Escape From Robot Monsters | R |
| 38 | The Spy Who Loved me | R |
| 39 | Total Recall | R |
| 40 | Back to the Future 3 | R |
| 41 | Menace | R |
| 42 | Saint Dragon | R |
| 43 | U.N. Squadron | R |
| 44 | Vaxine | |
| 45 | Dan Dare II | |
| 46 | Monty Python's Flying Circus | |
| 47 | Starglider | |
| 48 | Dragonstrike | |
| 49 | Defender II | |
| 50 | Eswat | |

FLIGHT SIMULATORS



Any game that simulates aerial combat, whether it be in a helicopter, fighter plane or bomber.

- | | | |
|----|-------------------------------|---|
| 1 | Flight of the Intruder | A |
| 2 | Falcon & Mission disks 1 & 2 | A |
| 3 | Thunderhawk | A |
| 4 | F-19 Stealth Fighter | A |
| 5 | Battle of Britain & Data disk | A |
| 6 | Fighter Bomber | A |
| 7 | Battlehawks 1942 | A |
| 8 | F-16 Combat Pilot | A |
| 9 | Gunship | A |
| 10 | Pro Flight | A |
| 11 | Interceptor | R |
| 12 | Flight Simulator 2 | R |
| 13 | MiG - 29 Fulcrum | R |
| 14 | F-15 Strike Eagle II | R |
| 15 | A-10 Tank Killer | R |
| 16 | F-29 Retaliator | R |
| 17 | Tower Fra | R |
| 18 | Wings | R |
| 19 | Skychase | R |
| 20 | F-15 Strike Eagle | R |

RACING



If it's hairing around a race track at over 100mph that turns you on then look no further.

- | | | |
|----|------------------------------|---|
| 1 | Supercars 2 | A |
| 2 | Stunt Car Racer | A |
| 3 | Lotus Esprit Turbo Challenge | A |
| 4 | Team Suzuki | A |
| 5 | Toyota Rally | A |
| 6 | Nitro | A |
| 7 | Super Cars | A |
| 8 | Indianapolis 500 | A |
| 9 | Super Monaco GP | A |
| 10 | Test Drive 2 | A |
| 11 | Lombard RAC Rally | A |
| 12 | Super Hang-On | A |
| 13 | Combo Racer | A |
| 14 | Hard Drivin' II | R |
| 15 | Jupiter's Masterdrive | R |
| 16 | Off Road Racer | R |
| 17 | Badlands | R |
| 18 | RVF Honda | R |
| 19 | Grand Prix Circuit | R |
| 20 | Turbo Outrun | R |
| 21 | Hard Drivin' | R |
| 22 | The Cycles | R |
| 23 | Chase HQ 2 | R |
| 24 | Powerdrome | R |
| 25 | Overlander | R |

ROLE PLAYING



RPGs are defined as games that allow you to design the attributes of the character under your control.

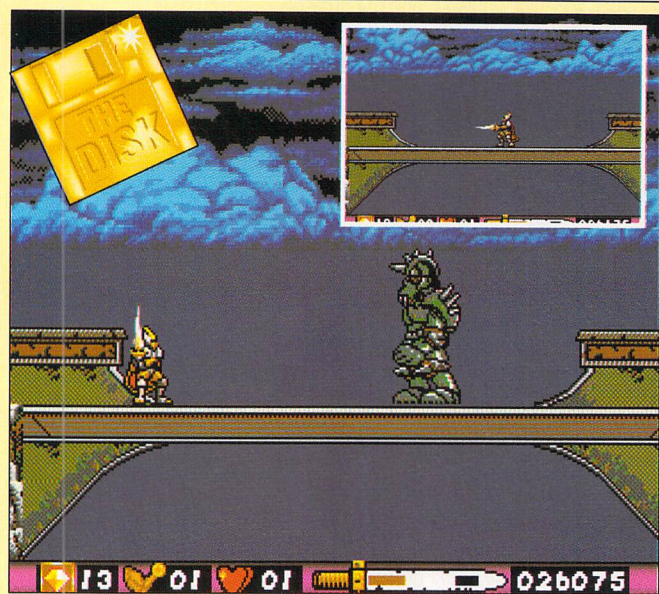
- | | | |
|----|-----------------------------|---|
| 1 | Might and Magic II | A |
| 2 | Secret of the Silver Blades | A |
| 3 | Champions of Krynn | A |
| 4 | Bard's Tale III | A |
| 5 | Bard's Tale II | A |
| 6 | Star Flight | A |
| 7 | Legend of Faerghail | R |
| 8 | Buck Rogers | R |
| 9 | Mega Traveller 1 | R |
| 10 | Dragon Wars | R |

SPORTS SIMULATORS

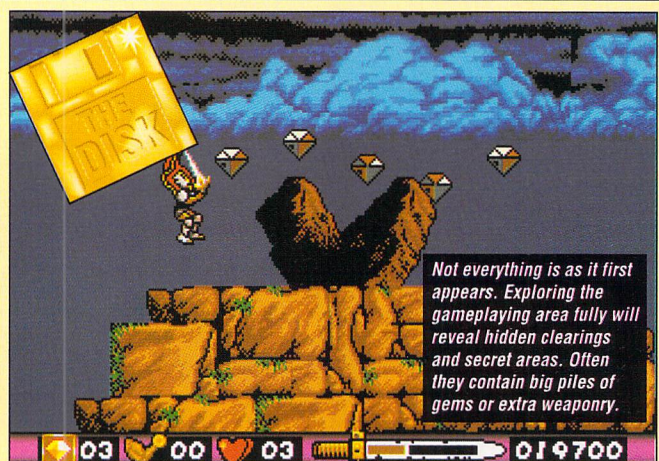


Whether it be football, tennis, snooker, golf, basketball or any other sport, this is the league for you.

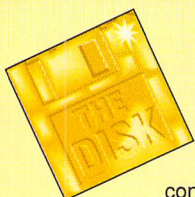
- | | | |
|----|--------------------------------|---|
| 1 | Kick Off 2 | A |
| 2 | Jimmy White's Snooker | A |
| 3 | Speedball 2 | A |
| 4 | Speedball | A |
| 5 | TV Sports Football | A |
| 6 | Pro Tennis Tour 2 | A |
| 7 | Tennis Cup | A |
| 8 | Games: Summer Edition | A |
| 9 | PGA Tour Golf | A |
| 10 | Manchester United - Europe | A |
| 11 | Master Blazer | A |
| 12 | R.B.I. Two Baseball | A |
| 13 | California Games | A |
| 14 | Microprose Soccer | A |
| 15 | Fiendish Freddy's Top of Fun | A |
| 16 | World Class Leaderboard | A |
| 17 | International Soccer Challenge | A |
| 18 | TV Sports Basketball | A |
| 19 | Pro Tennis Tour | A |
| 20 | Jahangir Khan Squash | R |
| 21 | Grand Monster Slam | R |
| 22 | Disc | R |
| 23 | Zany Golf | R |
| 24 | World Games | R |
| 25 | Projectyle | R |
| 26 | Purple Saturn Day | R |
| 27 | Stormball | R |
| 28 | Italy 1990 | R |
| 29 | Billiards II | |
| 30 | I Play 3D Soccer | |
| 31 | World Championship Soccer | |
| 32 | Steve Davis Snooker | |
| 33 | Football Manager 2 | |
| 34 | Jack Nicklaus Golf | |
| 35 | Footballer of the Year 2 | |
| 36 | 3D Tennis | |
| 37 | Wild Wheels | |
| 38 | European Superleague | |
| 39 | Tournament Golf | |
| 40 | Manchester United | |



6 Your final battle will be with the Stone Giants. They guard the bridge that will lead you to freedom and must be defeated if you are to pass. Charge into the battle with your sword swinging brave warrior!



Not everything is as it first appears. Exploring the gameplaying area fully will reveal hidden clearings and secret areas. Often they contain big piles of gems or extra weaponry.



HACK 'N' SLASH

The controls for Pegasus are fairly straightforward. Using a joystick you can move around the screen. You should avoid contact with the monsters and beasts that swarm at you. Firing will swing your sword, lacerating any creatures in front of you. As you explore, special weapon icons will be encountered. Once collected they can be activated by tapping the Amiga key.

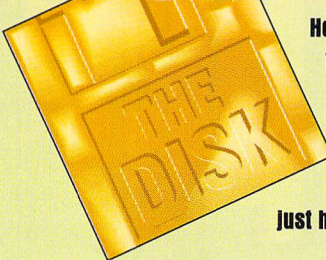
As you explore the landscape you may find secret areas that will contain bonus items, magic and extra weaponry. Search every nook and cranny and remember, everything may not be as it seems.

Gremlin Graphics have asked us to point out that the playable level on the disk is just a demo. The finished game will include a sound track, the graphics will be more polished and any bugs will be ironed out.



As you battle through the level you will come across several Power-Up icons. Once collected they will aid you in your monster mashing considerably. Just press the Amiga keys to blast away.

DISK 13 & 14



Hello, good evening and welcome to two more fabulous Amiga Action coverdisks. Yes, this month we're back to two disks once again. After the popularity of previous multi-disk issues we just had to bring them back.

PEGASUS — GREMLIN GRAPHICS
ZONE WARRIOR — ELECTRONIC ARTS
GOLF — ON-LINE ENTERTAINMENTS
TANX — GARY ROBERTS

First off we have playable demos of Pegasus from Gremlin Graphics and Zone Warrior from Electronic Arts. On the second disk we have a playable demo of Challenge Golf from On-Line Entertainments and a full game called Tanx by Gary Roberts.

DISK 13 LOADING INSTRUCTIONS

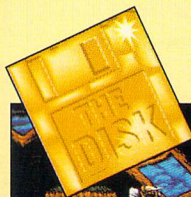
▶ P E G A S U S ◀

Loading your playable demo of Gremlin's Pegasus couldn't be simpler. Insert your Workbench disk into your drive. As soon as you have done this hold down the **Ctrl** key and then the **D** key so they are both held down together. When the blue screen appears with *****BREAK-CLI**, type in the following after the **1>** prompt:

jaz1:action
 Press **RETURN** and then when asked to insert **jaz1** put coverdisk 13 into the drive. The demo will then autoboot.

All 512k Amiga owners should disconnect any extra peripherals from their machines (disk drives and printers etc).

Always write protect your disk and turn your Amiga off for 30 seconds after playing the demo. This will reduce the chances of virus infection.



PEGASUS

Go back through the mists of time, in to the shadows of history, to a distant and remote land — Ancient Greece. Mythical creatures walk the Earth. Gorgons, Medusa, Griffons, Wyverns and Dragons roam the wilderness. But above them all a creature of immense beauty rules the air. Soaring high in the clouds is the Pegasus, king of the skies.

(Above) Whenever our hero bites the dust the Gods themselves will reach down and reanimate his broken body. After that it's time to go and get your revenge.

The full game is split into two distinct parts. The first involves you flying on a winged horse as you shoot creatures from the sky. In the other you explore villages and forests on foot, dealing with any demons you discover. It is this second section that you can sample with our coverdisk.





At last! You find one of the hostages tied up and pretty worn out. Get up there and carry out the rescue, then set out in search of the rest.

Oh no! If the Geeks weren't enough to contend with there's a whole load of traps that are waiting for you to trip them. Be careful, or you could end up brown bread.



12



There are a lot of doors around each taking you to a different place. It won't be long before you're hopelessly lost. Oh well, just make sure you kill all the Geeks that turn up.



Geeks assail you from both sides, and no matter how many you shoot they just keep on coming. Maybe lying on the floor will help.

11



Low on the health points? Grab hold of a few of these. When they are collected you will feel as good as new.



The Geeks plan to change Earth's history by capturing a number of key humans so that Earth's technological development will be slowed down almost to a halt, thus leaving the humans unable to defend themselves when the Geeks make that attack in the future.

But even when you've rescued the hostages, your job won't be finished. In each conquest a head Geek oversees the invasion, and he will need to be killed. This is part of your second objective – kill all the Geeks.

You're not going to have enough ammunition to complete all these missions so you're going to have to rely on your enemy to supply you with the necessary equipment. This will be done by finding and infiltrating their armouries. So load up your gun and get ready to party!

10

DISK 13

AMIGA ACTION



Now we at Amiga Action know that our readers luv a good blast, so we've managed to get you Zone Warrior from Electronic Arts. In this playable demo you take control of the Zone Warrior who must destroy the evil Geeks.

ZONE WARRIOR



7

DISK 13 LOADING INSTRUCTIONS

ZONE WARRIOR

Loading your playable demo of Electronic Arts Zone Warrior couldn't be simpler. All you need to do is insert coverdisk 13 into your drive. After a few seconds you will be asked to wait while the demo loads.

Eventually, you will be presented with the intro scene. The zone warrior is alerted on his monitor of a geek attack. A text information window describes the attack and what is exactly required of the Zone Warrior. Donning his equipment, he makes his way to the exit and prepares himself for a terrific onslaught.

All 512k Amiga owners should disconnect any extra peripherals from their machines (disk drives and printers etc).

Always write protect your disk and turn your Amiga off for 30 seconds after playing the demo. This will reduce the chances of virus infection.

8



DESTROY THE EVIL GEEKS

For over a decade the Geek Empire had strived to overcome the United people of the planet Earth, but to no avail. But now things have changed and the Geeks are set to launch their most deadly and devious attack ever.

After seizing an Earth space station they have managed to capture a new time machine that will enable them to send their troops back in time and take out the humans in the past.

Time is of the essence. A lone Startrooper must be sent back to right the wrong that is about to be done by the Geeks. You are that trooper – you are the Zone Warrior.

You will have to complete several missions set in a number of different time periods. Each will have a primary objective which you must accomplish to complete the mission. But don't get careless and remember your first objective – stay alive!



9

BEAST BUSTERS

**You'll
go wild!**

PRESS!
BUTTON

Score-0000000350
03

0000000370
03

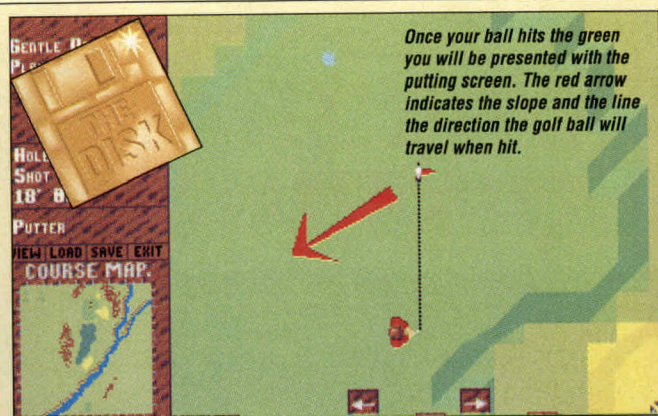
Score-0000000570
03

0000000745
04

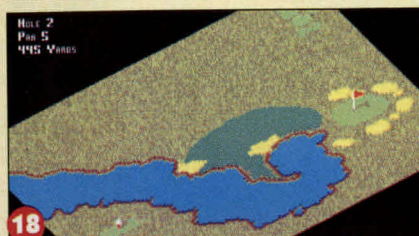
Score-0000001625
03

Available in
August on ST
& Amiga formats.

ACTIVISION



Once your ball hits the green you will be presented with the putting screen. The red arrow indicates the slope and the line the direction the golf ball will travel when hit.



After all of the players have putted their balls they will be presented with the next course. Each course has its own particular hazards. On this one, the lake is the biggest problem. Make sure you choose the correct club or you may lose your golf ball in the drink.

DISK 14

AMIGA ACTION

After you've played Disk 13 you'll probably want to settle down to a nice, calm game of golf. How fortunate it is that the first demo on disk 14 is the amazing Challenge Golf by On-Line Entertainments.

CHALLENGE GOLF



DISK 14

LOADING INSTRUCTIONS

CHALLENGE GOLF

Loading your playable demo of On-Line Entertainment's Challenge Golf couldn't be simpler. All you need to do is insert coverdisk 14 into your drive and wait for the CLI prompt (1>) to appear. Once this has happened type in the following command:

golf

Press **RETURN** and the demo will then autoboot.

All 512k Amiga owners should disconnect any extra peripherals from their machines (disk drives and printers etc).

Always write protect your disk and turn your Amiga off for 30 seconds after playing the demo. This will reduce the chances of virus infection.

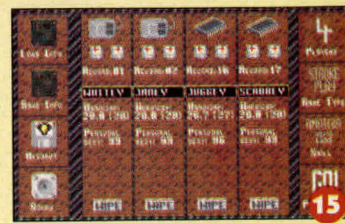
THE CLUB HOUSE

Challenge Golf from On-Line Entertainments is a four player game in which you can challenge human and computer opponents to a spot of ball-bashing.

Once the demo has loaded you will be presented with a set-up screen. First off, you will need to select the number of players. By clicking on the players icon with the mouse you can choose 1, 2, 3 or 4 participants. You can make the players human or computer by clicking on the mouse symbols that appear above their names. A computer opponent is indicated by a chip, humans by a mouse.

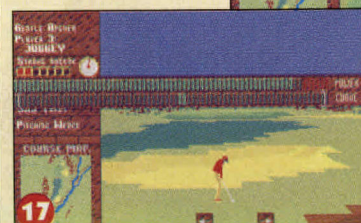
Next it's time to give your players a name. Click on the name window and a cursor will appear. Delete to the end and then type in the name of your choice. Hit **Return** to exit.

If you've never played golf before you can alter the skill level between novice, amateur and professional. Once you're happy with your set-up click on the **GO** icon to start the game. You're now ready to play golf.

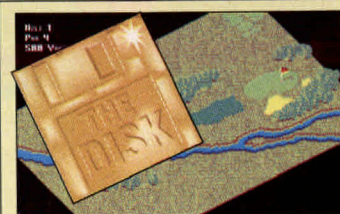


OFF FOR A JOLLY SPOT OF TEE

(Left) By clicking on the club indicator a sub menu will appear allowing you to scroll through the other available clubs. Once you are happy with your selection click on the tick.



(Right) As soon as you have lined up your shot click on the golfer and the power and snap bars will appear. The power increases and the snap decreases from the top of the power bar. Try to click the snap bar in the centre for the straightest shot.



First of all you will be presented with a map of the course. Once you know your start and finish click on the mouse. The first golfer will take his position.

All the information you need to take your shot is indicated to the left of the display. By clicking on the arrows below the golfer you will be able to alter the angle of the shot but make sure you take the wind speed and direction into account. If you wish to change the club click on the 'present club indicator'. A menu will appear which will allow you to scroll through the many clubs available. Once you are happy with your selection click on the tick mark.

To take your shot, click on the mouse button at which point the power indicator will appear. Press the mouse again to set the power. The snap will now decrease. To set the snap press the mouse button again but aim for the centre bars otherwise the ball will fly off course.

You will be presented with an aerial view of the shot. On the putting green the red arrow indicates the slope. Position the line to counter the slope and click on the golfer to set the power.

IF YOU'RE LOOKING FOR DISKS, LOOK NO FURTHER !!

AMAZING OFFERS ON 3.5" DSDD DISKS

25 DSDD 135 tpi	11.95
50 DSDD 135 tpi	21.95
75 DSDD 135 tpi	31.95
100 DSDD 135 tpi	37.95

ALL DISKS SUPPLIED WITH LABELS AND ARE 100% ERROR FREE 2 FOR 1 GUARANTEE

RAINBOW DISKS

(RED, GREEN, YELLOW, ORANGE, BLACK, WHITE COLOURS AND QTY'S OF YOUR CHOICE)

3.5" DSDD DISKS	5.25" DSDD DISKS
25 DSDD 13.75	25 DSDD 10.45
50 DSDD 26.45	50 DSDD 18.95
100 DSDD 44.95	100 DSDD 34.95
200 DSDD 84.95	200 DSDD 67.95

(ALL DISKS 100% ERROR FREE AND ARE SUPPLIED WITH ENV./LABELS)

GENUINE SONY

3.5" DSDD BULK DISKETTES

25.....12.45	200.....79.95
50.....22.95	500.....179.95
100.....41.95	1000.....339.95

(ALL DISKS 100% ERROR FREE AND ARE SUPPLIED WITH ENV./LABELS)

3.5" HIGH DENSITY DISKS

10	9.95
25	23.75
50	39.95
100	59.95

(ALL DISKS 100% ERROR FREE INCLUDES LABELS)

XCOPY PRO

(THE ULTIMATE
BACKUP UTILITY)

34.95

JOYSTICKS

COMPETITION PRO	10.95
COMP. PRO EXTRA	12.95
ZIP STICK AUTOFIRE.....	12.95
PYTHON ONE	9.95

(MANY MORE AVAILABLE
PHONE FOR DETAILS)

RIBBONS

WE STOCK A RANGE
OF RIBBONS FOR
MANY MACHINES
PHONE FOR A QUOTE

5.25" DISKS

QTY.	DSDD	DSHD
30.....	9.95	18.95
50.....	13.95	21.95
100.....	24.95	36.95
200.....	46.95	68.95

(ALL DISKS 100% ERROR FREE INCLUDES ENV./LABELS)

THIS WEEKS SPECIALS

☆☆ OFFER 1 ☆☆

200 3.5" DSDD +
2 100 CAP BOXES
~~70.95~~ **67.95**

☆☆ OFFER 2 ☆☆

NAKSHA MOUSE +
MAT AND POCKET
~~34.95~~ **22.95**

☆☆ OFFER 3 ☆☆

CUMANA EXT.DRIVE
PLUS 512K RAM EXP.
WITH CLOCK
~~92.90~~ **84.95**

☆☆ OFFER 4 ☆☆

CUMANA EXT.DRIVE
PLUS XCOPY PRO
~~94.90~~ **89.95**

☆☆ OFFER 5 ☆☆

ACCESSORY PACK
MOUSE MAT
MOUSE POCKET
DISK CLEANING KIT
DUST COVER
~~9.90~~ **7.99**

GENERAL ACCESSORIES

QUALITY MOUSE MAT	2.50
ATARI DUST COVER.....	3.95
MOUSE POCKETS.....	1.50
AMIGA DUST COVER.....	3.95
3.5" CLEANING KIT.....	1.95
2 PIECE PRINTER STAND	5.95
5.25" CLEANING KIT.....	1.95
MONITOR STAND.....	12.95

STACKABLE STORAGE BOXES

BANX BOX

HOLDS 90 3.5" DISKS
CAN BE STACKED
HORIZONTALLY AND VERTICALLY
18.50
3+8.00
5+7.50

POSSO BOX

HOLDS 150 3.5"
OR 70 5.25" DISKS
CAN BE STACKED
HORIZONTALLY AND
VERTICALLY
ONLY **15.95**

DISK STORAGE BOXES

5.25" OR 3.5" 10
CAP BOXES
5 FOR 4.50
10 FOR 7.50

3.5" 100 CAPACITY	5.95
3.5" 80 CAPACITY	5.45
3.5" 50 CAPACITY	4.95
3.5" 40 CAPACITY	4.45
5.25" 100 CAPACITY	5.95
5.25" 50 CAPACITY	4.95

☆☆☆ OFFER ☆☆☆

DEDUCT £1.00 FROM
BOX PRICE IF
PURCHASING DISKS

PERIPHERALS

AMIGA 512k RAM
EXPANSION
BOARD
WITH CLOCK
ONLY **29.95**
WITHOUT CLOCK
ONLY **26.95**

CUMANA
EXTERNAL DRIVE
ONLY **59.95**

DATel
ACTION REPLAY II
ONLY **57.95**

WE ONLY SELL HIGH QUALITY DISKETTES, OUR 3.5" DISKETTES ARE MADE BY K.A.O. AND OUR 5.25" DISKETTES ARE MADE BY ATHANA. WE DO NOT SELL SUB-STANDARD DISKETTES FROM THE FAR EAST.

ORDER NOW FROM

MEDIA DIRECT

BY PHONE

0782

208228

BY POST

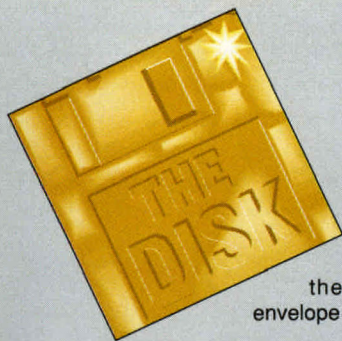
COMPUTER SUPPLIES LTD,
Dept. AA, UNIT 3,
RAILWAY ENT. CENTRE,
SHELTON NEW ROAD,
STOKE ON TRENT.
ST4 7SH

BY FAX

0782

281506

ALL PRICES INCLUDE VAT. £3.95 P & P PER ORDER. £9.00 NEXT DAY (UK MAINLAND ONLY)



PROBLEMS, PROBLEMS

If you are having trouble with either of your coverdisks, place the offending article in a sturdy envelope and send it to:

Amiga Action Duff Disks, Stanley Precision Data Systems, Unit F, Cavendish Courtyard, Sallow Road, Weldon North Industrial Estate, Corby, Northants, NN17 1JX.

AMIGA ACTION

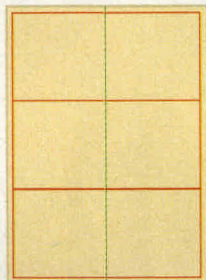
24



ADVANCED BOOKLET CREATION!

You will now have noticed a slight difference in this month's disk pages. They are in fact a cutout booklet that will fit perfectly in your disk boxes and prove an invaluable reference to your coverdisks.

STAGE 1



STAGE 2



STAGE 3



STAGE 1: First off you will need to cut the page at the cut lines indicated by the scissors.

STAGE 2: Next, fold each segment indicated by the fold lines. Make sure you fold the pieces inward so that the pictures on the right side are visible and the pictures on the left are behind.

STAGE 3: Slot each segment into place making sure that the page numbers follow in sequence. Repeat for all disk pages and then staple them all together.

If you are not keen on cutting up your issue of Amiga Action you can always photo copy the disk pages and make your booklet that way. We'd like to hear your views on our disk booklets so send your thoughts into Talk Back.

23



How hard do you want the game to be? Well, it's up to you, but don't go too mad or you could end up with a big surprise and a shell up your bottom.

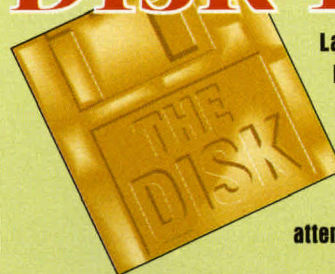


A gigantic hill looms in front of you making things a problem. You can either shoot over the hill at your opponent, or blow your way through it.

22

DISK 14

AMIGA ACTION



Last, but certainly not least, we have an amazing full game written by Gary Roberts. Tanx is a two player 'kill the opponent' game where you must scroll around the landscape in an attempt to destroy the enemy's tank.

T A N X



19

DISK 14 LOADING INSTRUCTIONS

T A N X

Loading your Tanx game couldn't be simpler. All you need to do is insert coverdisk 14 into the drive. After a while the screen will turn blue and you will be presented with a CLI prompt (1>). Type in the following:

```
tanx
```

And then press **RETURN**. Your Tanx game will then load.

All 512k Amiga owners should disconnect any extra peripherals from their machines (disk drives and printers etc).

Always write protect your disk and turn your Amiga off for 30 seconds after playing the demo. This will reduce the chances of virus infection.

20



TAKE AIM, FIRE!

Tanx puts you in the position of a little, rusty ground attack vehicle of your very own to wander the countryside in. But life isn't a bed of roses and to make things awkward there's another tank out there, and he isn't on your side – aaargh! So, if you want you and your tank to stay in one piece you're going to have to take out this blighter before he gets you.

At the start of each level you'll be randomly put into a level along with the opposing tank. Using the mouse you can increase or decrease the amount of power and angle you want to put on your shell. Then fire.

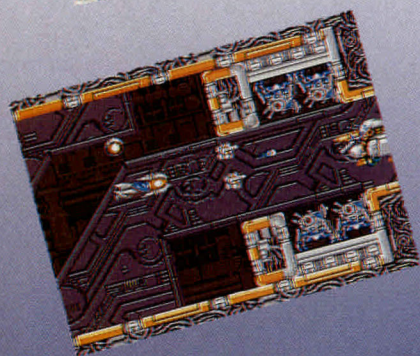
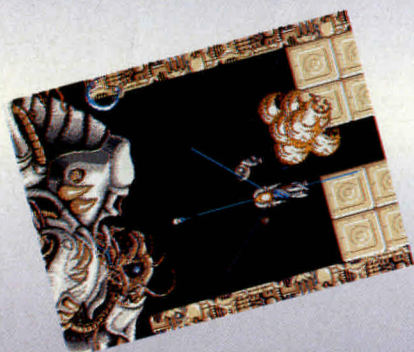
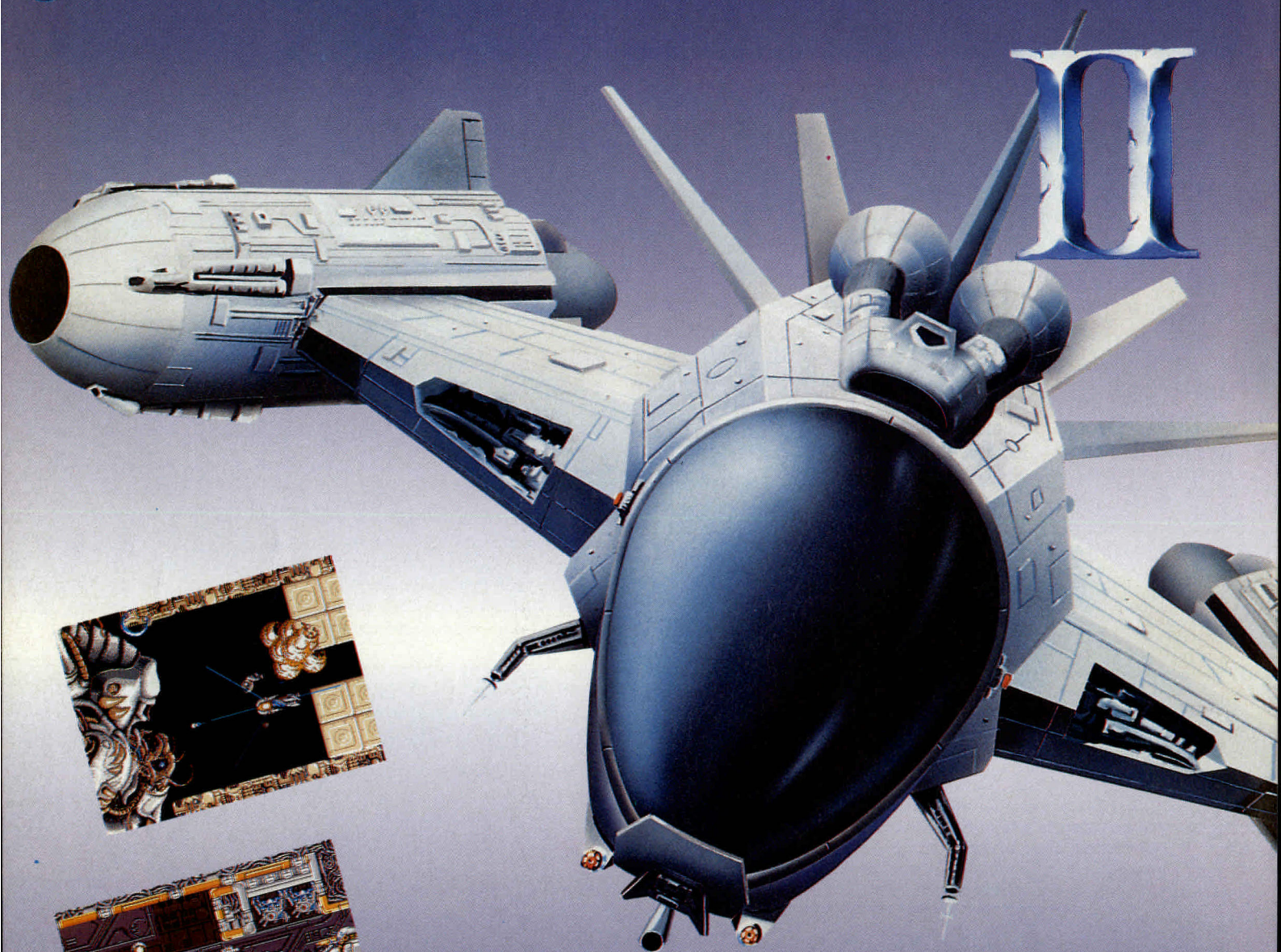
The chances are you'll miss, and then the enemy will have a pop at you. But once he's had a go it'll be your go again and depending on where your bullet went last time you can higher or lower the angle and power of the gun.

Sounds easy doesn't it. Well, it is! But once you've got the hang of the game you can introduce few extras so that it's that little bit harder, such as wind and a change of terrain. If you really want to have a laugh you can install a few pushers and pullers that will effect the gravity in certain parts of the landscape. Although these can act as a problem they can also prove fairly beneficial. So get out there soldier, and kick some butt. Oh, and don't get killed.

21

R•TYP•E

II



THE FIRST WAVE WAS EASY. THE SECOND WILL DROWN YOU.

Emergency News Bulletin 07.63.... Attention all Starfighter pilots....The evil Bydo Empire is out for revenge.... Stronger, faster and more dangerous than before....the attack waves have started....a remodeled "R-9" Starfighter is armed and ready for you....proceed to the battlefield immediately....the nightmare has returned....

Available in September
on ST & Amiga formats.

ACTIVISION

Boggit's Domain

It's Archimedes my owl that normally hears the postman first. As I am submerged beneath the old goose-feather quilt, I tend not to hear much outside, but Archimedes can hear that whistling fool a long way off. It's not until the last minute, when I hear the clatter of the letterbox and the 'clump' of the mail dropping onto the mat, that my ears take any part in the early morning ritual. And it's interpreting that 'clump' which is the interesting bit.

A fluttering splatter can mean only one thing – Humans in Distress, or 'Dork Letters!' as Archimedes calls them. That sound means that we can both go back to sleep for another hour.

But let that clump be a dull thud which indicates a parcel, and a fluttering of wings, mixed with hoots of glee, (that's from me!) will bring us both scrabbling for the mat, to see what software we've been sent. It was on such a morning that we unwrapped Spirit of Excalibur.

A few minutes of playing with this offering



Spirit of Excalibur has some beautiful graphics that reminded Boggit of Defender of the Crown, but its speed and user interface doesn't match up to his impeccably high standards.

put me in mind of another morning, long ago and far away, when I stood with my nose pressed hard against the window of the Computer Shop in Tottenham Court Road slowly dying with envy. There in the window, shiny and new, sat an Amiga 2000.

Flickering across its brilliant screen came an endless series of beautifully animated graphics the like of which a poor Boggit up from the country had never seen before. Knights in armour, prancing horses, fluttering battle ensigns and busty maidens all waiting for... Well let's just say that if the horned gentleman in the red cloak had turned up at that point, I would have willingly signed away my soul for Defender of the Crown.

But now the wheel has turned full circle and it's through older, if not wiser, eyes that I see again those images which captivated me so

long ago. The beautiful graphics, stirring music, great dollops of chivalry, (but alas no busty maidens!) are back.

Unfortunately they have returned with the same mediocre gameplay which doomed its predecessor. Spirit of Excalibur is all dressed up in the Emperor's old clothes, but with nowhere to go. It's appallingly slow and riddled with little irritations which would take too long and be too boring to list here.

Now you may be one of those who still likes Defender of The Crown. Someone must, because Mirrorsoft are re-releasing it for the CDTV market. Can't you just see the family in Dixons being captivated by the stereophonic sound and ace graphics? But if like me you have seen enough wonderful graphics, (which serve no purpose) then you'd best take great care about investing in a game like Spirit of Excalibur.

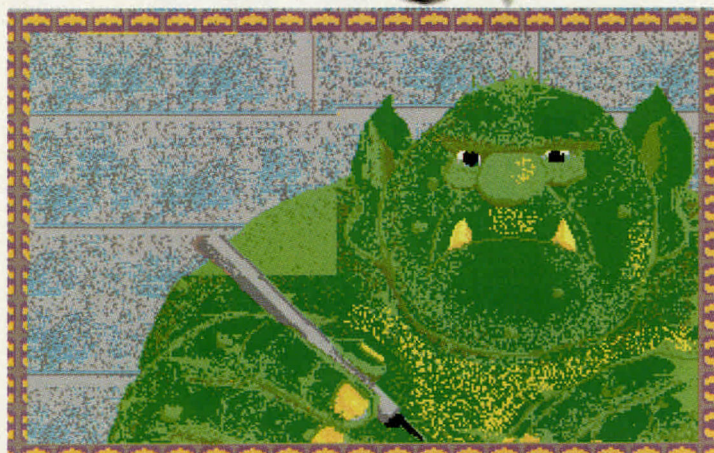
Kwik Kwip!

Headline news this month is that British Rail has won an important contract to supply hardware for Atari's Education Bundle.

They will be supplying wooden railway sleepers which are used to smash Atari users around the head to first get their attention!



7541



Boggit's Mailbag

Well so much for the interesting bits. Now grab a 'Barf' Bag while we plough through the Dork Letters I've received this month.

DUNGEON MASTER — LEVEL 3 DISSECTED

I've recently started playing Dungeon Master and I'm stuck on Level 3. Please tell me how to do the following:

1. Time is of The Essence

How do I close the trap and explore the room? I've tried putting down some object onto the mechanism, but this doesn't close the trap.

2. The Vault

What do I do where it says, 'Cast your Influence, Cast Your Might'? I've tried casting spells to close the pit, so I can open the door. What am I doing wrong?

3. Chamber of the Guardian

After killing all the creatures, how do I open the gate or gates to get at the chest? Also how do I operate the button found on the opposite wall?

P.S. I think you're doing a brilliant job.

W. Butt, London

1. I ain't sure I understand what you mean, but the only pit in here is closed as follows: Press the button on the wall which causes a transporter to appear for a moment on your left. Turn round quickly and chuck something into it which will be transported around the corner and onto the correct pressure pad.
2. Where it says Cast your influence it means you must cast an 'Open Door' spell. Once the door

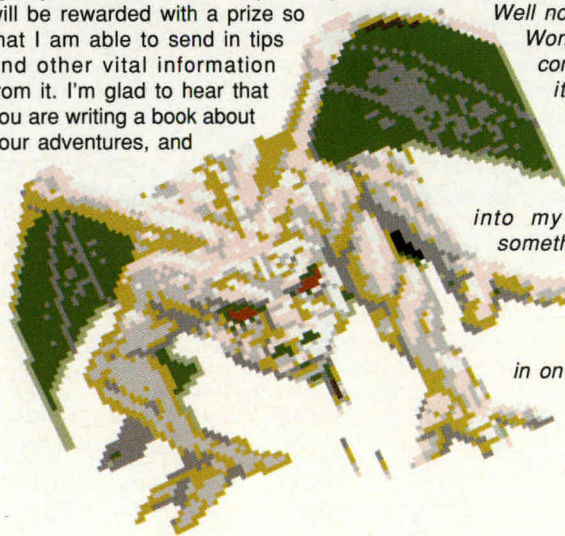
is open it will reveal a pressure pad which you can cast something onto to close the pit in front of you.

3. Wherever the chest is located, press the button to the left of the door. The chest will be teleported to another chamber. Once the chest has been in all the chambers, it will finally appear at the far end of the hall. What you find inside the chest will solve the problem of the button shaped object on the wall.

WONDERLAND SOLUTION

Yo Boggit dude, It's Woody here with a bodacious bundle of goodies for ya!! This awesome and totally tubular solution for Wonderland by Magnetic Scrolls is bound to turn such an infertile little creature like yourself, into a randy Bog-Man!! Your tree will be alive and buzzing after you are able to help so many other Bog-Dudes in your neck of the woods. Well, without further adieu, I shall begin my scrumptious solution (In English, not lame Turtle!!)

Using this solution to complete the game will gain you a maximum score of 501. Once again, Magnetic Scrolls have produced a top-notch piece of quality software not to be missed by any keen adventurer. I hope all my hard work will be rewarded with a prize so that I am able to send in tips and other vital information from it. I'm glad to hear that you are writing a book about your adventures, and



Strolling through the nursery beds this month I spotted a bunch of new blooms in the Mirrorsoft plot which look as if they will blossom into something special in the New Year.

Secret Project

Graphic adventures are something which everyone likes, (so tell me sumthin' I don't know!) so Mirrorsoft are currently carrying out secret deals with a software group to produce a series of games which uses a neat new graphic adventure system to rival that used by Sierra.

The first of the games which uses this 'point n click' system will be released early next year. It ain't got a name yet, but the plot goes like this:

As a handsome young prince, you have



been chucked into the Castle Dungeons by the Skrols (that should make your eyes water!). Now you must escape and recruit some helpers to aid you in saving a fair maiden and then drive the Skrols from your kingdom. And it's already half past three!

I've played this game and think it's got great potential. The graphics are very good and the messages which you get when talking with the other computer controlled characters are very funny. The one screen shot I managed to 'borrow' doesn't look that exciting, but it is after all supposed to be in a dark dungeon. Trust me, you'll like it.

I sure am looking forward to it.

Well, I hope I have been of some assistance to you and other fellow readers, and I wait for your reply. Thanks a lot Boggit!

Woody, Victoria, Australia

Well normally I wouldn't give a XXXX for a Wonderland solution, because the game comes with the solution built in — at least it does if you are using the 1 Meg version.

But as nothing is too good for my Australian fans, (and that is what I was tempted to send you!) I will dig into my 'scrummy' box and send you something, because I can imagine what it must be like stuck in the outback with nothing but Kookaburra Crap to play with.

I am grateful for you sending the text in on disk and I would remind the readers what a great help this is with my busy schedules.

NEW BLOOMS

Legend

Legend is another game which is being carefully groomed for a 1992 release. This is another game by the team who was responsible for Bloodwych. No doubt you'll be sick and tired of hearing about it before it finally gets here, but all you need to know is that it looks a little like Hero Quest, but I think it will be a lot better.

All the usual RPG ingredients have been put into it, plus the bonus of an automatic, map-drawing dragon. Now ain't that just what you always wanted? Unlike Hero Quest, the combat action is not decided on the roll of a dice, but instead you have direct control of your characters. Plus your magical missiles and other spells are shown happening onscreen unlike Hero Quest where you were just told what happened. Let's face it, when I hit a Troll I want to see him get singed.

Mega Lo Mania

While pottering around in the Mirrorsoft patch I also had a quick fiddle with their new fun, strategy game called Mega Lo Mania.

The game looks a little bit like Powermonger, but it's had a couple of spoonfuls of humour added as well. Your rival generals in this game of world domination have been given silly computerised voices, so it's very difficult to get serious when the bad guy sounds like Kenneth Williams.

As with all of these types of game the idea is that you allocate your men to different tasks in the race to conquer the neighbours. If you collect enough raw materials you can build defensive weapons or attack systems. As time

passes your weaponry becomes quite sophisticated and you can rapidly move from catapults to Spitfires.

And this is where the novelty comes in. It is possible to get so far ahead of your opponents in the arms race that it ends up as a battle between swords and flying missiles. Unlike most strategy games this one is



simple to get into and there are no long and boring rules to contend with. It's the nearest thing to an arcade player's Powermonger I've seen and it looks fun.

Stop Press

Hey! I've got this great idea. Whad'ya say we find the biggest turkey of an old movie – one that really stinks – and we turn it into a graphic adventure. Great idea eh?

Well don't laugh, but somebody has sold Gremlin on the idea. (I wonder if I could sell them some of my old socks?) There once was a film called Plan 9 from Outer Space; of which critics said: 'May well be the most miserable spectacle ever made.' (TV Guide)

An alien race, having failed eight times to annihilate the human race, hit upon Plan 9. The film starred car hub-caps and some other tin lids swinging on black thread above cardboard houses. There were also a couple of old actors sitting in front of a piece of curtain reading a script which wouldn't have even interested an Atari user. The game will be released in 1992 – and I can hardly wait!

terms, which means more money, plus weapons and vacc suits.

- Fill your character pool with these rich 'crumbles'.

- Start the adventure from scratch with one of the original members of your party and four of the 'crumbles'. Go to the Starport and get everybody to deposit their money into an account. Now withdraw all the money through the original party member (O.P.M.) and put one credit into the account.

- Go to the General Store and make the 'crumbles' sell all their equipment (including armour and helmets) giving all money to the O.P.M.

- Take the party outside and break up. Arm the O.P.M. and shoot all the 'crumbles'.

- Go back to Starport, save out and recruit four different 'crumbles'. Repeat the above procedure as many times as you like. (You can make more disks full of 'crumbles' and switch them when all those on the first disk have died.)

- When you have build up a healthy wad of cash, recruit the other O.P.M.'s and continue play.

I found this a simple way to make money and I have earned lots of cash and equipment without feeling that I have cheated. Women do this in real life, so why not do this in Megatraveller?

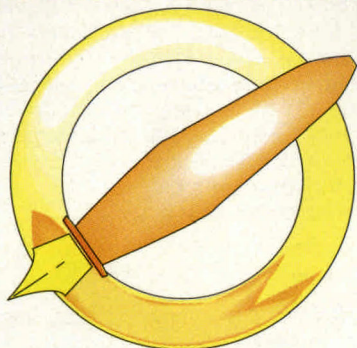
Chris Nyland, North Wales

What a totally cold-hearted sonofabitch you are. So women do this in real life do they? Remind me to keep away from Welsh girls. I don't think I fancy being taken outside and shot just because I'm old. Not that I'm a 'crumble' of course – I'm just a 'teeny' bit ragged around the edges.

I'm not sure I should be encouraging such a nasty bit of work as you but I'll send you something from the Blossom Bush just the same.



STAR LETTER



THE SECRETS OF A MEGATRAVELLER GOLD-DIGGER EXPOSED

While playing Megatraveller I discovered a flaw

in the game which allows you to make colossal amounts of cash.

- Generate a party of characters which will eventually be your final team.
- There should now be 15 spaces left on the disk.
- Start to generate characters and keep them in the service they are in until they are forced to retire by old age. They will then receive large amounts of money for retiring (they earn most if they are scouts). Scouts also stay in for more



IF YOU'RE STUMPED FOR A COMBINATION IN LARRY III — TURN OVER

Please, please help me. I am stumped in Leisure Suit Larry III. I cannot find the combination for locker #69 in the locker room. I can find no reference to a combination number in the Nontoonyt Guide. Where can I find this combination number? Will the number also allow me access to the showers?

Dawn Cutting, Lincs

Dawn Cutting! Haven't I met you? Or was that Dawn Breaking? I ain't sure now. Was it you or your twin brother that died during the war? Did I tell you that Archimedes sat up all night last week wondering where the sun went at sunset — and then it dawned on him. Taraa!

As for your boring question, well the answer is quite easy really. On the back of the card are the names of three different companies. Simply find the adverts from these companies in the Nontoonyt Guide and note the page numbers. Those numbers, in the order given on the card, are the combination to the locker. Of course for those naughty people who don't have the Nontoonyt Guide, the game stops here.

TAKING THE STING OUT OF KULT'S SCORPION DEN

I have a query about the excellent, (if somewhat strange) game called Kult. I've got as far as the spawnomatic with Sci-Fi, but cannot get past this stage. Lord Zork and Kehle keep on killing Sci-Fi and I've tried anything and everything I can think of.

A. Puri, Wolverhampton

Now I've got to confess that I've never played this game — even though I did spend some considerable time buttering up the chap who sends out the free

copies to reviewers! However we won't let the fact that I don't know what the hell you are talking about stop me from answering the question. I'll have you know that in moments of dire emergency I can write a very good review of a game from just being told its title (and you think I'm joking!)

I have pored over my crystal ball and I believe that you are referring to the Scorpion's Den, (and if I'm right, why didn't you just say so, you awkward little git!)

In The Scorpion's Den: Pray to the Statue. Use Zone Scan from the Psi Powers Options. Enter the door facing you and crawl onto the web. Talk to the Spider Woman and show her your flies. (Er, I think that should be FLY.) Refuse to kiss and make love to her. (It's a bit late now!) Give the fly to the blue spider. Leave



the room. Put the Red Spider into the open mouth of the Statue and a trapdoor will open. You can now pass Kehle and get the skull.

I hope that answers your question, but it all sounds pretty yucky to me.

IT'S TOUGH BEING A SPACE ROGUE, SO TAKE A FEW TIPS FROM THE MASTER

I am struggling to complete Space Rogue. I have to get a Transmutation Coil, so that Professor Prosk can build me a machine and I can then teleport into Manchi territory and return the Manchi Egg to them. This averts a full scale war between the Imperium and Manchi Nation.

My problem is that throughout the Far Arm Star Cluster the only 'person'

who will give me a Transmutation Coil is a robot, and every time he hands me one it's broken.

My current reputation stands at 'Ace'. Does this have to improve before the robot will give me a coil that works or am I looking in the wrong place?

Mick Seagrave, Nottingham

Well 'Ace' I have told you in the past not to take any wooden Transmutation Coils from robots. What you should do is this:

After finding Veda the Ursellus (who appears randomly in bars), and buying the Amoebic Lenses for 250 CR, head for the ISS Koth, Arcturus. Use a keycard to open the door to the Restricted Area, then go through and immediately go to the left (to avoid the hidden floor alarm). Examine the Power Generator in the back of the room and get the Transmutation Coil. Take it to Professor Prosk on Micon IV, ZED N27 and accept the Null Damper when offered.

Now that we've cleared up that trivial problem, here are a few tips for other would be Space Rogues:

Making Money

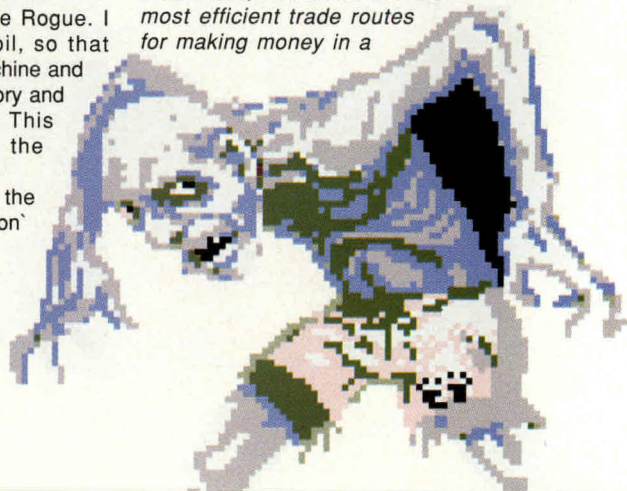
Forget playing Hive, which takes too long to make credits. For trading, it's good to outfit the ship with four cargo pods then load some cargo aboard. The best of the trade routes is between Denebprime, Deneb and Free

Trader's, Bassruti.

The cargo lists and prices change every 24 hours at each Station, generally fluctuating four to eight credits either way.

At Free Traders buy forged CRs, Explosives and X-Rated Holo's to sell at Denebprime. At Denebprime, buy Brandy, Exotic Pets, Videogames and Souvenirs to sell at Free Traders.

You can often get better prices on all items elsewhere, but these are the most efficient trade routes for making money in a



CHAOS CORNER

In life all roads lead to Rome, but as all grizzled Dungeoneers know, in Chaos Strikes Back all roads lead to The Diabolical Demon Director.

This is a really fiendish area to be in, both in respect to the problems and to the regenerating Monsters. Here are Black Flames, Pits that are always in the wrong place, Pit-traps and Pressure Plates. The Pit ahead of the Niche can be closed by a Button nearby. There are no less than five staircases up and three down from the various parts of the Demon Director.

High Ground: This is a room just East of the entrance. A Pressure Plate here operates one pit. There are also one more Plate inside a Forcefield and a Panel, the exact use of which is unknown.

Path to Ku: To get to Ku, go to High Ground and climb into the Easternmost Pit. Go upstairs again and North, then East (The Poison Cannons can be disarmed). Open the Lock with a Solid Key and enter Ku.

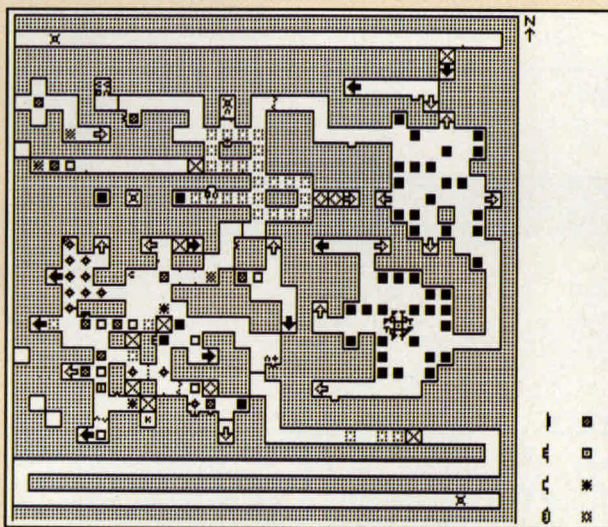
Path to Ros: Lure a Monster (preferably a Rock Heap) to the Pressure Plate behind the two Pits at the entrance. This will close the Pit to S, for as long as the Monster is there. Move quickly two steps S, then place something heavy where you stand. Cast an Open/Close spell at the Grate to the South, and kill the Demon, so that the Pit-trap

disappears.

Here are Stairs up and down, and VALUE FOR VALUABLES. If you place five Items here, a Panel will open. The Cross Lock controls a Grate. Get upstairs to Level 9, and go NE to the Stairs down. You are now North of High Ground. The Button toggles the Forcefield on/off.

Go down to Level 7 and push some item against the Eye. Get up again, and now when the Pit is closed, move S, and then E. To remove the Forcefield, you'll have to set the Levers in all combinations. Proceed and use Emerald Key to open to Ros.

Path to Neta: The same as the Path to Ros, but when down in Skeleton Room, just



The Demon Director on Level 8 is full of sneaky tricks. Follow the Boggit's directions and you'll uncover the secret routes which lead to the final sections of the Ways of the Dungeon.

proceed (Turquoise Key).

Path to Dain: The same as the Path to Ros up to Level 9. There climb down the Pit. You're now South of High Ground. The Button activates the Fireball Cannons farther in, and the Pressure Plate turns it on. The Lever closes the nearest Pit. Ruby Key to open Door to Dain.

Chaos Map Key:

■	WALL
⊠	SECRET PANEL
⊞	ILLUSIONARY WALL
↑	STAIRCASE UP
↓	STAIRCASE DOWN
	DOOR
⊥	GRATE OR FORCEGRATE
⊥	DOOR WITH BUTTON
⊥	GRATE OR FORCEGRATE WITH BUTTON
⊥	FOUNTAIN
⊥	BUTTON
⊥	LEVER
⊥	HERO MIRROR
⊥	CANNON TRAP
⊥	NISCHE
⊥	RESSURECTION ALTAR
⊥	KEYHOLE OR SLOT
■	PIT
⊞	TRAPDOOR
⊞	PRESSURE PLATE
⊞	INVISIBLE OR HARD-TO-SEE PRESSURE PLATE
⊞	FORCEFIELD
×	SPINNER
×	TELEPORTER
⊞	FLOORGRATE
⊞	BLACK FLAME
⊞	MONSTER BOUNDARY
⊞	POWER GEM AMALGAM
⊞	CLOSABLE PIT

Stand behind the cover of your open car door and tell the suspect to get out of the car with his hands up. Once he is out, tell him to lie down on the ground. You are now safe to walk over to him, put your gun away and handcuff him. You can now walk him back to your car. If you subsequently find out that he is French, (and from the sneaky way he is behaving, I suspect he is!) you can now assist him to fall down the courtroom steps a few dozen times as he tries to escape.

hurry. To sell contraband, you need Forged Cargo Papers from Robocrook.

Robocrook and Other Characters

Robocrook appears randomly in bars across the quadrants. Keep offering cash, and he may sell you some useful items: Forged Cargo Papers, Keycards, the Ruby Cube.

Other randomly appearing characters to seek out are Ilricki - (for useful information on Black Hand and the Manchi), Wandering Spaceman, Veda the Ursellus - (sells Amoebic Lenses), One-eyed Pirate, and the Merchant. Bartenders always



GET YOUR MAN WITH BOGGIT'S POLICE QUEST ARREST PROCEDURE

I am 14 years old and live in Australia. I have recently bought Police Quest from Sierra and I have come across a problem.

I have reached the point where the man in the light-blue cadillac is pulled up. I call for back-up, and Jack Cobb arrives to cover me. I have my gun at the ready, but if I shoot the man, I'm out of the game.

If I approach the criminal in his car, he jumps out and shoots me.

Stuart McNichol, Queensland

Okay, I've got games to play, owls to feed and scrolls to write - so be off with you and remember to send your queries and letters with an SAE to:

**Boggit,
The Old Blackthorn Tree,
29, Blackthorn Drive,
Larkfield,
Aylesford,
Kent ME20 6NR.**





THE MAD GEAR GANG HAVE KIDNAPPED JESSICA



Not so fast, Mike.
Turn on your TV.



Guy! Jessica was kidnapped!



Metro City, a well known Crime Capital, has been ruled by violence and death for many years.



PROFILE OF GUY

GUY b. 8.12.1965



He has mastered the art of Ninjitsu and attacks with unequal speed. He often catches his opponents off guard with his special "Off the wall" jump.

GUY

CODY

HAGGAR



Height: 5'10" Height: 5'10" Height: 5'10"

SELECT PLAYER

PROFILE OF HAGGAR

HAGGAR b. 9.3.1943



He is a former champion Street Fighter. He's the new Mayor of Metro City. He has mastered professional wrestling skills and is expert at the BACK DROP and the PILE DRIVER.

PROFILE OF CODY

CODY b. 4.12.1967



He is a martial arts expert. He is especially good with knives. His girlfriend, Jessica, was kidnapped by the Mad Gear gang.

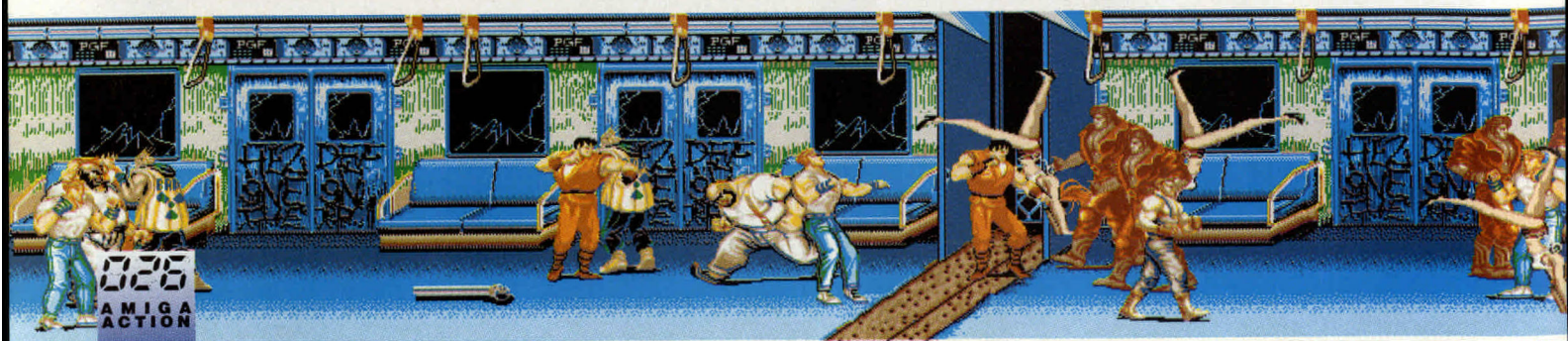


Final Fight made a great impact on the arcade scene, with superior graphics and gameplay as well as an option to participate in three player action. Now, after the long wait, the Amiga conversion has finally arrived.

The game is set in the not-so-distant future where drugs and gang warfare are rife. The police cannot control the action and the past mayors of Metro City were all bribed by drug barons so little was done to dispel the evil.

The story starts with a new mayor just stepping into office. No sooner has Haggar, as he is known, settled behind his new desk his computer screen flickers into life. A green figure appears, grinning and laughing. Because Haggar will not be bribed the character on the screen tells him his daughter, Jessica, has been kidnapped by the Mad Gears. Haggar is furious and promises the gang will pay for their crimes.

Haggar gets together with Jessica's boyfriend Cody and her best friend Guy. Together, the three of them set off to rescue her and destroy the Mad Gear gang once and for all. Haggar is a retired wrestler. Cody and Guy are both highly accomplished martial artists





Final Fight



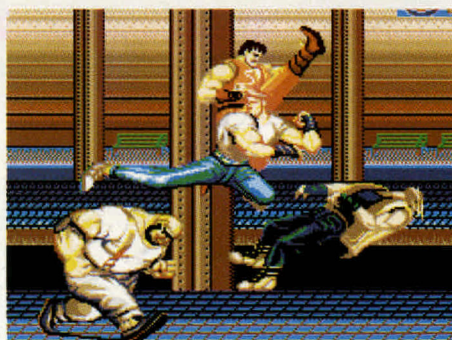
so the journey ahead should not be too much of a problem.

Only two players can fight on the screen at once. If one of these dies then the third character steps in under the control of one of the two players.

The energy of each player's character is displayed at the top of the screen as well as remaining lives and the time limit. The energy bar is indicated by several boxes. When hit, one of the energy boxes disappears.



At first the enemy seem pretty weak but as you progress you'll soon realise that they aren't the only gang members. These guys are huge and pack a powerful blow.



Cody and Guy are both highly skilled in the martial arts. Each one has a special manoeuvre. Here we see the leaping kick. This is one of the most powerful attack moves.



Final Fight is split into 19 different levels set within Metro City. Each one has different enemies and backdrops. The first is The Street. This is the beginning of their rescue mission and they must fight their way through

barricades of trash and the dirty streets until they reach the stairs at the end.

From the stairs the heroes reach the warehouse which is situated under the ground. It is filled with



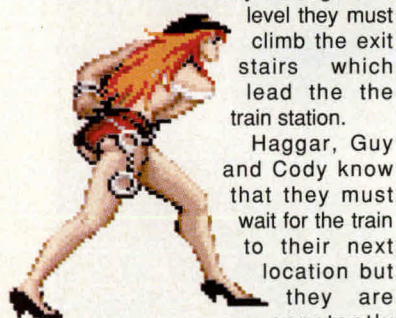
There are 19 sections in all over various locations of Metro City. The railway plays a major role, here we see the goodies battling the baddies in a rail tunnel.





In between the various levels there is a bonus stage. Here, the characters must smash up a parked car. If they succeed within the time limit they will be rewarded with a bonus.

boxes and crates and is dimly lit by flickering tubes. Once the guys have beaten their way through this



level they must climb the exit stairs which lead the the train station.

Haggar, Guy and Cody know that they must wait for the train to their next location but they are constantly

wary of attack. Just as the train is pulling in several large head chargers pile out of the ticket booth and run at the rescuers. Cody leaps into air and performs a whirlwind kick which knocks the head charger flat on his back. Haggar picks up a knife and jabs it into another's chest.

Eventually they enter the train, where more evil gang members are waiting.

Once these are finished off, the players must guide their characters through a dark and dripping wet tunnel.

In between each stage there is a bonus section. In the first, players must totally wreck a car that has been left outside a shop. Using bars, fists and feet they must take the car apart piece by piece before the time runs out. The second bonus stage requires the characters to walk through a glass factory smashing the panes that hang suspended from the ceiling. Once again, this must be completed against a time limit.

Eventually the players will reach the last room. Here Jessica is being held prisoner by the evil gang lord who looks pretty defenceless sitting in a wheelchair. However, the chair is armed with a powerful harpoon gun. Will the guys succeed in rescuing the gal, or will they end up as whale meat?

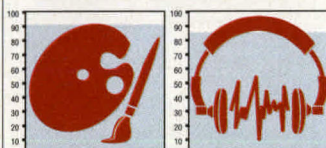
OVERALL
SCORE
92%



Although the action starts at a reasonably comfortable pace it does soon hot up. Although the speed slows down the more opponents there are on the screen, it is minimal.

ACTION INFO

FINAL FIGHT
U.S. GOLD £24.95
TEAM: CREATIVE MATERIALS



You are certainly going to be amazed at the similarity between the arcade and Amiga versions of Final Fight. Creative Materials have done a superb job and while retaining all the graphical excellence of the arcade they have managed to create one hell of a playable game. The sprites are massive and move convincingly and smoothly around the play area to the bash and bop sound effects that add even more realism. Final Fight is the best game so far this year. Miss it at your peril!

LEAGUE RATING

*** TOUCHDOWN ***

1 FINAL FIGHT

2 IK+

BEAT 'EM - UP

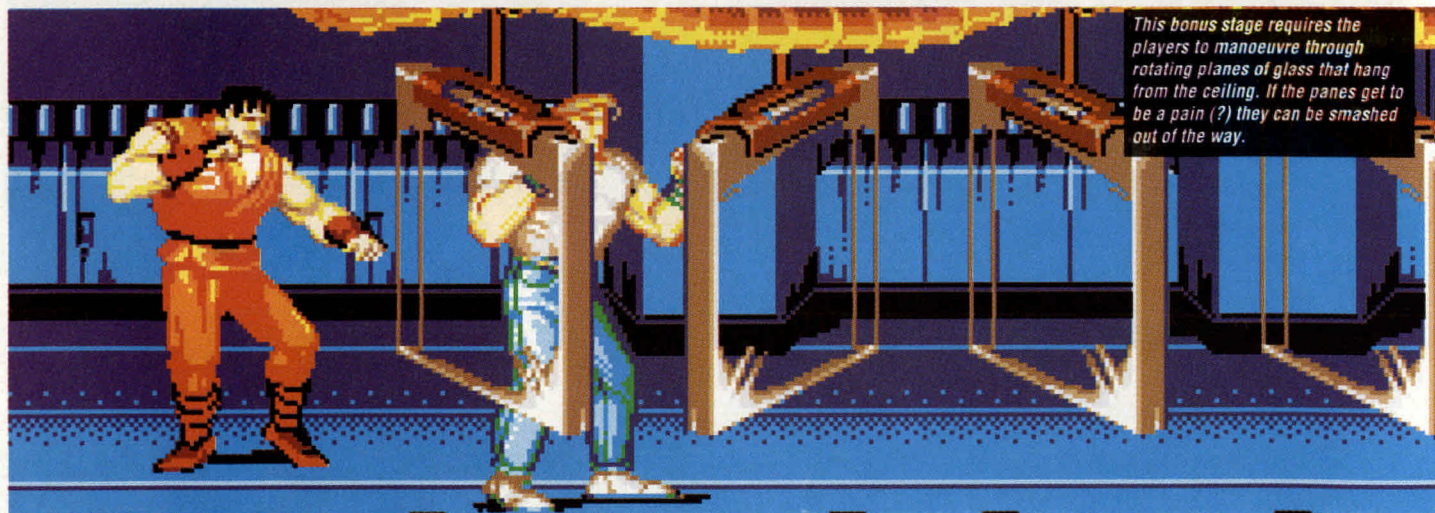


KUNG FU FIGHTING

Now that you've all oozed over our exclusive Final Fight review, we are going to give you the chance to win a copy of the game. All we want you to do is answer three simple questions.

- 1) Which temple does Kung Fu originate from?
- 2) Who created Wing Chun?
- 3) In which film did Bruce Lee fight Chuck Norris?

Send your answers to:
Amiga Action Final Fight
compo, Europa House,
Adlington Park, Macclesfield,
SK10 4NP.



This bonus stage requires the players to manoeuvre through rotating planes of glass that hang from the ceiling. If the panes get to be a pain (?) they can be smashed out of the way.

UNDER NEW MANAGEMENT

0782 575043

**FREE MYSTERY
GAME WITH ALL
ORDERS OVER
£10.00**
JUST PAY 50p P&P

AMIGA SPECIALS

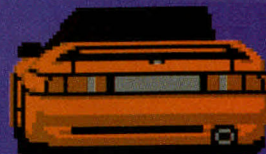
4D Boxing	17.99
4D Driving	17.99
Adv. Destroyer Sim	17.49
Amos	34.99
Ancient Battles	9.99
A.P.B.	6.99
Brat	16.99
California Games	6.99
Chaos Strikes Back	17.49
Colditz	21.49
Deja Vu	6.99
Destroyer	8.99
Double Dragon	7.99
Dungeon Master (1 Meg)	17.49
F18 Interceptor	8.50
Frontline	9.99
Gengis Khan	21.49
Gettysburg	21.49
Gold of the Aztecs	7.99
Guardian Angels	6.99
Hot Rod	6.99
Kult	6.99
Lotus Esprit	16.99
M1 Tank Platoon	19.99
Moonshine Racers	16.99
Outrun	6.99
Platoon	6.99
Powerdrome	8.50
Power Monger	17.99
Shadow Gate	6.99
Sherman M4	6.99
Sim City/Populus	21.49
Stun Runner	5.99
Switchblade	6.99
The Killing Cloud	16.99
Toyota Celica	16.99
U.M.S. 2	19.99
W.C. Leaderboard	7.99
Xenon	7.99

Impossamole 6.99

Adv. Fruit Simulator.....	6.50
Afterburner	6.99
Carrier Command	8.50
Denaris	7.99
Distant Armies	8.99
ESWAT	8.50
Fantasy World Dizzy	6.49
Fast Food Dizzy	6.99
Forgotten Worlds	6.99
Hostages.....	7.50
Italia 1990	4.99
Kick Off	7.99
Klax	7.99
Miami Chase.....	6.99
Operation Wolf.....	6.99
Predator	6.99
Pro Tennis	4.99
R-Type	6.99
Shadow of Beast.....	9.99
Sherman M4	6.99
Speedball	8.50
Switchblade	6.99
Three Stooges	8.50
Tournament Golf	8.50
Treasure Island Dizzy	4.99

!!! Star Buy !!!
SEGA MEGADRIVE
+ P.S.U. + JOYPAD
12 Months Guarantee
NOW ONLY
£109.99
(+ £6.00 Carriage)

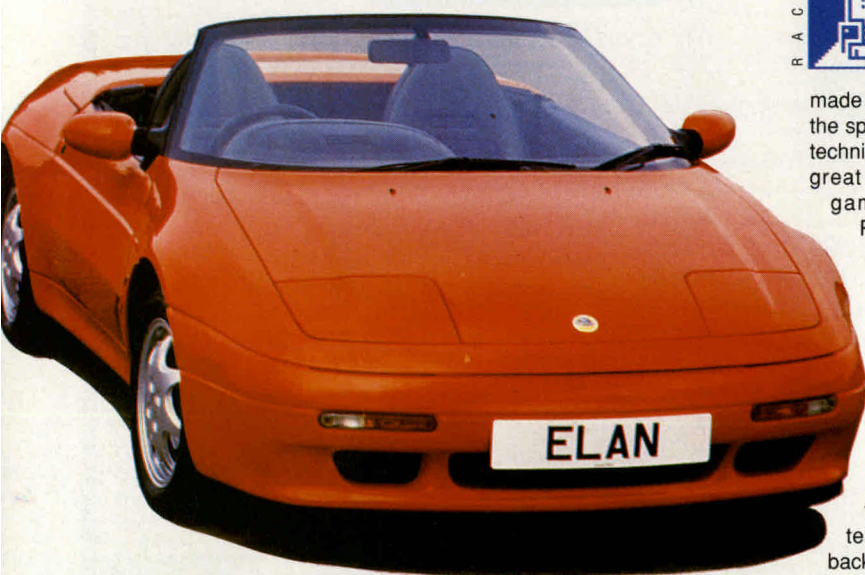
AA SEPTEMBER



PROJECT INSPECTION

Lotus Esprit Turbo Challenge was widely acclaimed in Europe as the best driving game on the Amiga. After the initial release it generated more mail than any other product, most of it demanding a sequel. Gremlin have taken notice of the public's demands and suggestions and the eagerly awaited release of Lotus Turbo Challenge 2 is imminent.

Lotus



Lotus Esprit Turbo Challenge was initially released in 1990 and was received with great enthusiasm. What

made the game so successful was the split screen two player mode, a technique which has been used to great effect in the past on such games as the 8-bit classic Pitstop 2. If the gameplay was good and the graphics fast, Gremlin were on to sure fire hit. Thankfully, both of these aspects were spot on, and it goes without saying that it hit the top spot in the software charts.

The driving force behind the game was development team Magnetic Fields. The team was initially set up way back in 1983 under the name Mr Chip. They went on to produce around 50 budget titles including the Kickstart series and Formula One Simulator.

At this stage they also began work for Gremlin creating classics such as Trailblazer and Cosmic Causeway.

Their first dabble into the 16-bit market was Wrangler, published by Alternative Software. Following this they were again signed to the Gremlin label and went on to produce Supercars and Lotus Esprit Turbo Challenge. However, their finest product was yet to come. Supercars 2 released earlier this year was warmly welcomed.

The obvious next move was the follow up to Lotus Esprit Turbo Challenge. As the original version was a near perfect product, you may be wondering how the hell

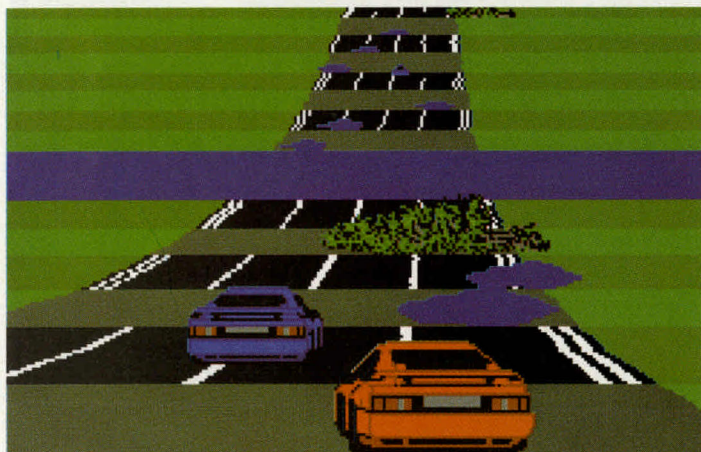
they can possibly improve the sequel. One of the main improvements.

This feature has a few combinations: One player full screen, two players split screen on a single Amiga, two players full screen using two Amigas linked via an RS-232 cable and finally, the four player mode, where two Amigas are linked and both of the screens are split.

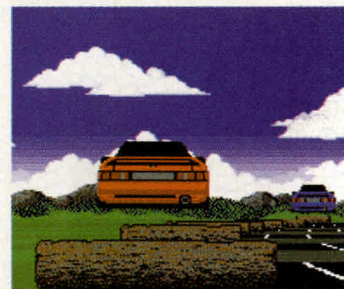
Obviously, it won't be possible for every Amiga user to link their computer to another, so some people may be slightly wary of what else the sequel has to offer. You'll be glad to know that the link is just the tip of the iceberg.

A host of new features will be incorporated including varying weather conditions (rain, fog and snow!), bridges, level crossings, tunnels, cliff-side sections, on coming traffic and night time driving. On top of all this you'll also

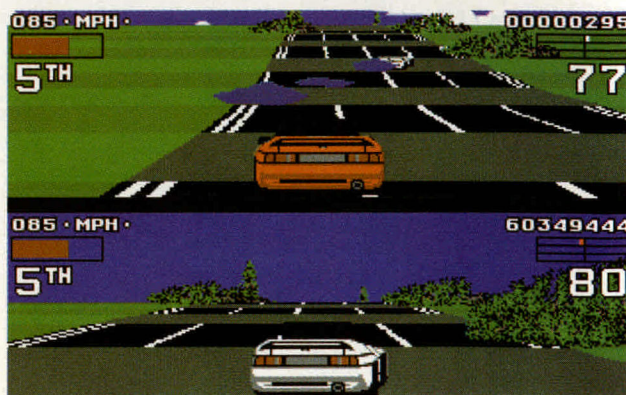
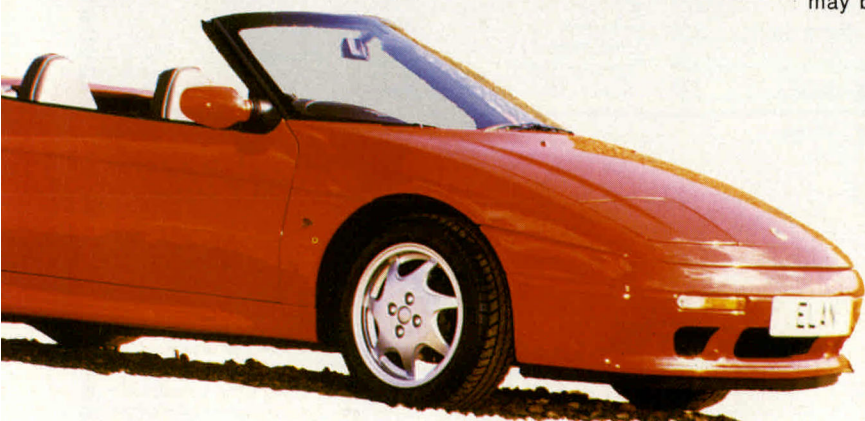
If you hit an obstacle while racing, the car takes off. In the completed game, this will become a feature that can be used to your advantage.



Rivers, puddles and other water hazards are common sights on even the easiest of tracks. In the finished version, the programmer hopes to include a splash as you travel through the stream.



(Below) The two player mode is still present within the game, although if you have the facility to link two Amigas, you can play two players full screen!





Turbo Challenge 2

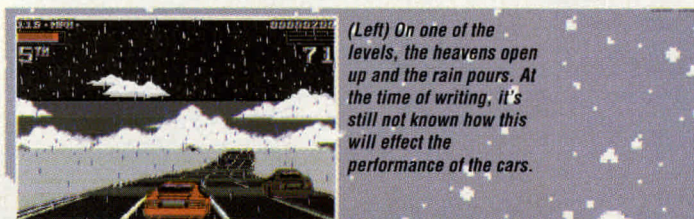


be able to decide which car to drive. Both the Lotus Esprit and the Elan are simulated and each car has different characteristics.

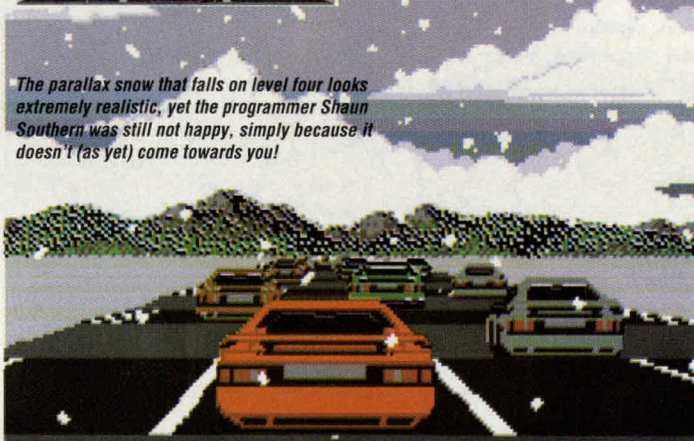
Lotus themselves have played a large part in the development of the product, to ensure that certain technical details are accurate.

The game will include eight different courses, each of which is split into several check points. The team hope to somehow fit this into a race across America featuring the following courses: forest, city, desert, snow, fog, night, marsh and storm. Each one will take around six or seven minutes to complete and the time limits will be extremely tight.

Looking further ahead, a course designer is planned that will allow users the freedom to create their own tracks. Both Gremlin and Magnetic fields have shown interest in the idea, so begin to look out for it around December.



(Left) On one of the levels, the heavens open up and the rain pours. At the time of writing, it's still not known how this will effect the performance of the cars.



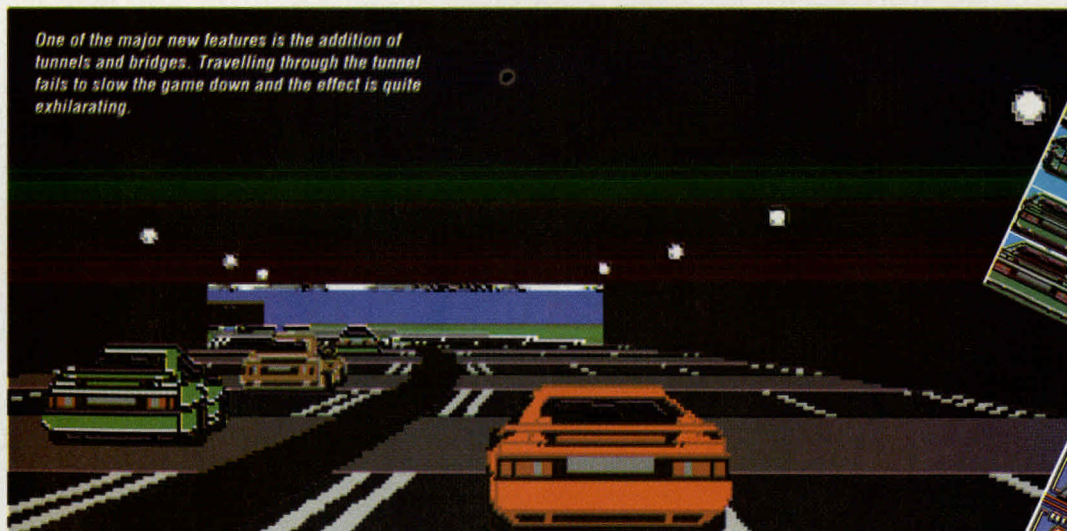
The parallax snow that falls on level four looks extremely realistic, yet the programmer Shaun Southern was still not happy, simply because it doesn't (as yet) come towards you!

ACTION INFO

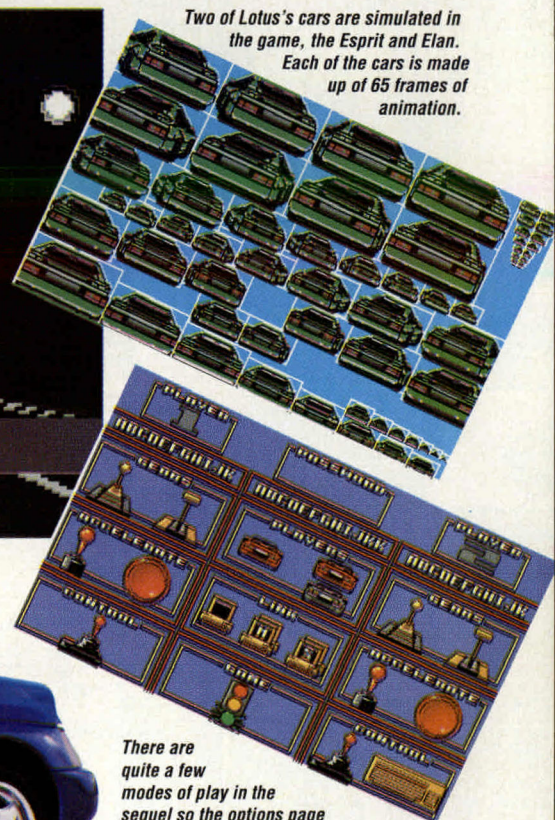
LOTUS 2
GREMLIN £25.99
TEAM: MAGNETIC FIELDS

Lotus 2 is still quite early on in development, but from what we've seen so far, it looks certain to be another quality product from Gremlin. The inclusion of a four player mode is certainly exciting, but the other amendments should not be overlooked. The overall screen update for instance, is infinitely smoother and the trackside obstacles approach at a rate similar to those found in the arcade hit Outrun. The parallax snow and the rain has to be seen to be believed, although at the moment it does slow the action down a tad. Hopefully though, this should be finely tweaked by the time the game is complete. Lotus 2 looks set to become one of the premier games of the driving genre. Keep your eyes peeled for a review of the finished product in the near future. Driving will never be the same!

One of the major new features is the addition of tunnels and bridges. Travelling through the tunnel fails to slow the game down and the effect is quite exhilarating.



Two of Lotus's cars are simulated in the game, the Esprit and Elan. Each of the cars is made up of 65 frames of animation.



There are quite a few modes of play in the sequel so the options page has changed dramatically. In link mode only the master computer will be able to control the options.

PROJECT
INSPECTION

Under Pressure

Electronic Zoo have been quite busy recently, with the release of the infectious Germ Crazy and the infuriating four player puzzler, The Ball Game. However, they don't intend to rest on their laurels

and have teamed up with Eldritch The Cat to produce a game that could well be their finest. Our intrepid reporter Peter Lee caught up with Mark McCubbin from Eldritch to find out more about Under Pressure.

57

What past games have you been responsible for?

Our most recent products are Shadow Of The Beast, Flimbo's Quest and Tentacle.

Who are the people responsible for Under Pressure?

All versions of the game will be programmed by myself and Dave Collins. The majority of the graphics work will be taken care of by Jimmy Savage and Dave Price. We'll also be getting additional help from Wil Davies, who'll be responsible for most of the sound.

How many people does the team currently employ?

At the moment we only employ four people in-house. It used to be quite a few more, but we had to shrink fairly rapidly, mainly because various deals went wrong and we lost out. Blame it on a few software houses not honouring contracts.

When did you begin work on Under Pressure?

It's a very new product and we only began the actual development work in May 1991, so it's still in the early stages.

What programming development tools do you use?

We use a relatively new system called Snasm on the PC, which is, in many ways very similar to the PDS system, but in our opinion, a lot better. It's basically a development system that lets us download our code to the Amiga and other systems in about a second, so it's very fast to use. It's also used by the Bitmap Brothers.

What do the graphic artists use?

At the moment we're still using Deluxe Paint 3. However, we'll soon be making the switch to Deluxe Paint 4, as soon as our

copy arrives through the post.

What inspired you to write Under Pressure?

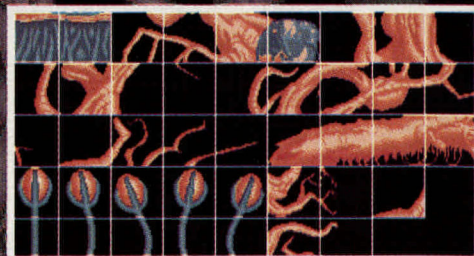
A Roger Dean poster and a pair of Reebok trainers! Very strange I know, but I really wanted to do a game about Reebok trainers because I like them so much. So instead of writing a game and calling it Reebok, I thought, why not write a game featuring a similar pair?

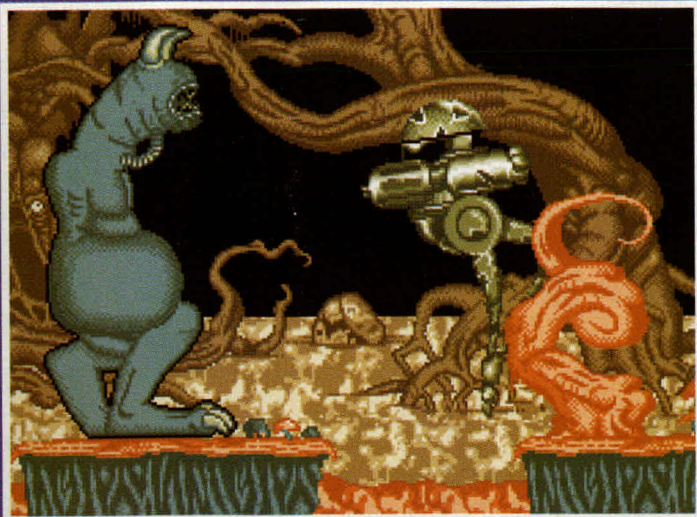
What involvement do Electronic Zoo have with the project?

They don't get involved with the actual development or game ideas, they simply pay us the money and handle the marketing!

Are they a good software house to work for?

Yes, they're actually one of the best houses we've ever worked for. We just rang them up and asked





them if they'd be interested in a joint publishing deal and they said yes!

What are the main features we can expect from Under Pressure?

It features the biggest hero sprite in any game and there are still over 100 colours on the screen at once and the parallax scroll. The biggest sprite is 256 by 256 pixels, so the whole thing is pretty big.

What's the storyline behind the game?

You play the part of young trendy in a shell suit and Reebok trainers whose girlfriend has been taken hostage. You must battle your way through the various scenarios in an attempt to retrieve her. The most successful way in which to achieve this, is to transform into a robot.

What goes into the development of such a game?

The code isn't written from

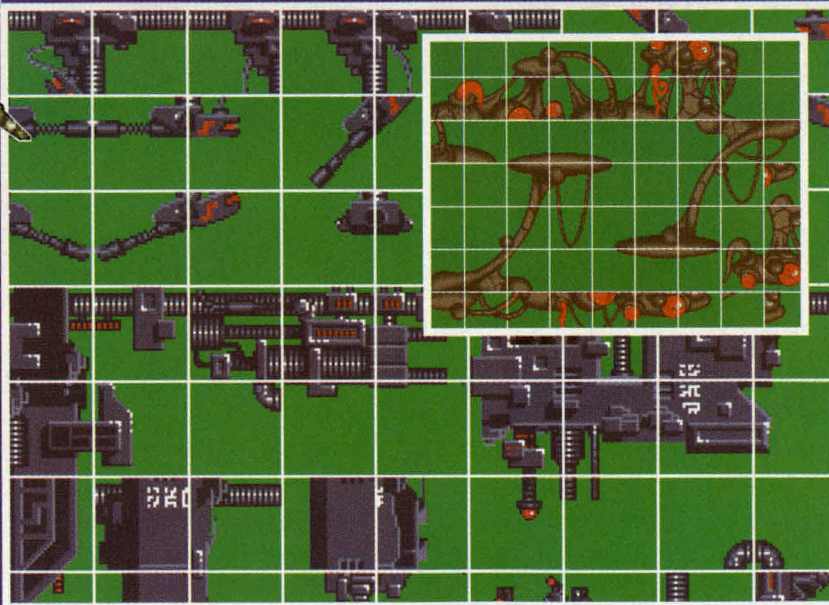
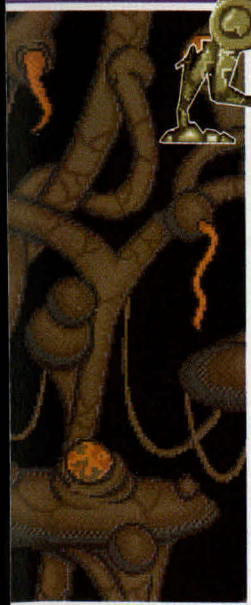
scratch, it's just the graphics and the game maps that take the time. This is because of a game system written by ourselves that takes care of the game routines. We've used it very successfully on some of our past products.

Is this game system exclusive to yourselves?

Yes! But if anybody wants to use it they'll have to pay us a big wad of money!

After the release of Under Pressure, what plans do you have for the future?

We're currently writing several games at the moment, most of which are developed around our game system. As for the long term future, that really depends on how much money we make!



ACTION INFO

UNDER PRESSURE
ELECTRONIC ZOO £25.99
TEAM: ELDRITCH THE CAT

Eldritch The Cat have a long list of impressive titles to their name and it definitely looks as though the list will continue to extend. Combine the creative talents of Eldritch and the enthusiasm of Electronic Zoo and we should have a product that will be well worth looking out for in the future. Although Under Pressure is still in the very early stages of development, it looks like it will sway towards the competitive shoot'em-up market. There are hordes of enemy to contend with so there should be plenty of blasting on the menu as well as a fair amount of exploration and mapping. Look out for the full review of Under Pressure in the very near future and await the release of the finished product in October 1991. Can't wait!

**PROJECT
INSPECTION**

Demonware



Freaks may be a pain in the neck in the real world but when a Mindbending Alien is chasing you down an alleyway they may be your only hope of survival.

THE MINDBENDING ALIENS FROM HYPERSPACE

ADVENTURE



Text adventures are making a bit of a come back at the moment and this is Demonware's offering. Rather than using pure text input they have opted for multiple choice dialogues. Instead of spending hours searching for the correct word, you choose from the inputs presented to you.

You take on the role of a private investigator who has to

rescue a pilot stranded in hyperspace. An alien race has discovered the pilot and is using his body as a link to our own world. The alien invasion must be stopped if the pilot is to be rescued.

Illustrations of the locations and characters you will come across are included to improve the presentation. Off-beat humour, easy to use controls and arcade action sequences are included to increase the game's accessibility.



This is Spiff. He is the pilot who has been trapped in hyperspace and is causing all the problems. He appears in our world as ghost, enabling you to talk to him and discover lots of secrets about the Aliens.



STARLIGHT VOYAGE



ARCADE STRATEGY

The first big release planned has been given the working title of Starlight Voyage. It is based upon the classic game Elite but the programmers want to take the concept one step further.

The Earth has undergone major climatic changes due to global warming and the side effects of a Third World War. It is now unfit for habitation so a new home for the human race must be found, and quickly. A large starship is constructed, the space-age

equivalent of the Ark. Into this craft are placed, in cryogenic suspension, a selected few people including doctors, mechanics, engineers, leaders and pilots. You, as the commander of the Ark Ship, must guide the craft through the depths of space until a suitable life supporting planet is discovered.

Although some of the control systems are not yet finalised the designers want you to have complete control over your ship. As your journey continues you may decide that you need some specialist help. You can remove some of the passengers from



Whenever you discover a new substance it can be tested in the science lab. Superior armour, enhanced lasers and faster engines may be produced with minerals and metals.

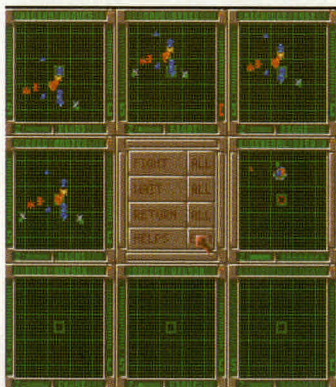


Frozen in cryogenic suspension on board the ship are the elite few who have been chosen to continue the human race. To use your fighter craft you will have to thaw some pilots. The bar graphs display data on the chosen candidate's physical and mental abilities.

Special

suspension as and when needed to provide aid. It's just as well really. If the power plant breaks down a mechanic must repair it. Scientists must investigate new minerals so that they might be used to construct equipment.

The action begins when the fighting starts. If you prefer pure strategy games you can send your nine fighter craft into the depths of space and direct them from the safety of the mother ship. If however you want some excitement you can don your armoured spacesuit and fly one of the fighters yourself. Filled 3D vector graphics fighters zoom past your cockpit as you melt them into boiling plasma with your lasers. Brilliant.



The Combat Control Centre allows you to view computer generated representations of your fighters as they engage enemy ships. The tactics and strategies can all be dictated by you from the safety of the mother ship.

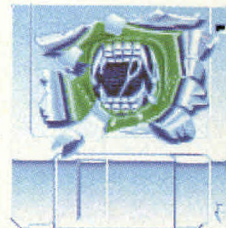


From the contacts screen here you can plot the locations of alien ships, planets and installations. An space cruiser has been detected on the fringes of your scanning range.



For those of you who prefer to get into the thick of the action there is also an option to climb into the fighters and join your fellow pilots in a fire fight. Enemy ships fly past your cockpit with their lasers blazing. Will your shields hold out until you get back home?

Demonware are a German company that have been producing games for several years now. At home their products sell extremely well but it is only recently that they have made a big break into the British market. Their recent PP Hammer was highly acclaimed, scoring 88% in Amiga Action and achieving number nine in the platform games league. How are they going to follow-up this success? In the pipeline are three new games that look set to give them a reputation for good games that is second-to-none.



Super Daryna is designed to be an action game with a puzzle element. Here we see our hero confronted by some skeletons. The best option would be to plough into them with your sword swinging.

SUPER DARYNA

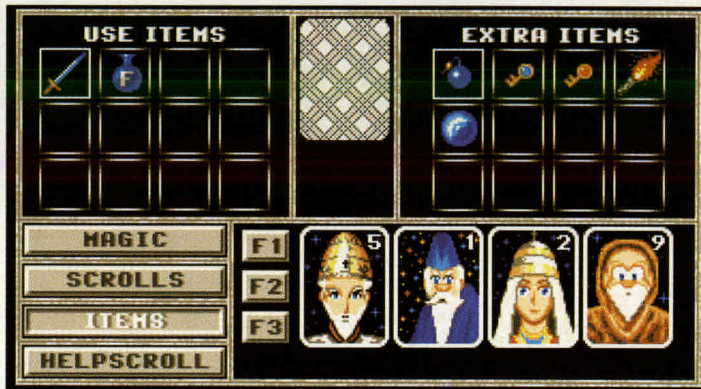


ARCADE ADVENTURE

Of all the releases featured here this is the furthest from completion. It is to be an arcade game with puzzle

elements dispersed throughout the gameplay. It will span a total of eight levels with 150 screen of action on each.

Demonware have developed a new intelligence system that will ensure the gameplay is always changing and becoming more challenging. This factor coupled with the multitude of extra weaponry are hoped to produce an action game with superior long-term gameplay. You can be sure of one hell of an in-depth game.



The game isn't all combat. You must interact with the other characters and decide which magic spells to use and items you may need to defeat the foes you are about to encounter. Plenty of forethought is going to be required if you're to succeed.



ACTION INFO

Demonware look as if they have a good few months ahead of them. All three releases look outstanding at the moment and are sure to impress gamers everywhere, be they strategist or action freaks. Keep an eye out for the reviews in the future but if these previews are anything to go by they will all be scoring highly and getting awards left, right and centre. We shall just have to wait and see. One late bit of info, the guys at Demonware were a bit cagey but they did drop a few hints about a sequel to PP Hammer. More on that at a later date.

NEW!
Flight of the Intruder Packs

GORDON HARWOOD



'FLIGHT OF THE INTRUDER' 1Mb Packs now available!

FANTASTIC NEW FLIGHT SIMULATOR

NEW!
1Mb. Amiga

POWERPLAY

INTRUDER PACK 1



THAT'S RIGHT HARWOODS HAVE PUT TOGETHER THE ULTIMATE
SCREEN GEMS PACKS YET AGAIN, STARTING WITH 'FLIGHT OF THE INTRUDER'
PACK 1 AND INCLUDING 15 GREAT GAMES!

**Just look at
what you get...**

- ★ AMIGA A500 COMPUTER WITH 0.5Mb. UPGRADE TO A FULL 1Mb.
- ★ FLIGHT OF THE INTRUDER
- ★ SHADOW OF THE BEAST II
- ★ DAYS OF THUNDER
- ★ BACK TO THE FUTURE II
- ★ NIGHT BREED
- ★ MICROSWITCHED JOYSTICK
- ★ TAILORED DUST COVER
- ★ MOUSE MAT
- ★ Drivin Force
- ★ Pipemania
- ★ Rock 'N' Roll
- ★ Skweek
- ★ Tower of Babel
- ★ AND...DELUXE PAINT II



...The pack for any serious Games Enthusiast!

INTRUDER PACK 1
**PRICED AT AN
INCREDIBLE...**

£399

INTRUDER

**ALL OUR AMIGAS
ARE UK SPEC AND
INCLUDE THE
FOLLOWING...**

- 1Mb. Disk Drive
- TV Modulator
- 4096 Colours
- Multi Tasking
- Speech Synthesis
- Amiga Basic
- Programming
- Language
- 4 Channel Digital
- Stereo Sound
- Amiga Mouse
- 3 Operation
- Manuals
- Workbench
- 1.3 Disks
- Tutorial Disk
- ALL Cables
- Simple 'Notepad'
- Word Processor

PLUS...

All OUR Amigas are
backed by Harwoods
Great Service (please
see full details in our
'Ordering Made Easy'
panel on Page 3)

Amiga MONITORS

THE SUPERB PHILIPS CM 8833/II STEREO COLOUR MONITOR

Stereo High Resolution Colour Monitor

The Philips CM 8833 Mk II is the successor to the
ever popular CM 8833. This versatile multipurpose 14-inch
monitor offers excellent colour graphics performance with a wide
range of home and personal computers.

The CM8833/II can also be used as a TV Monitor when connected to either
a VCR, Colour or Mono Video Camera or TV tuner (available separately).

Please ask for further details.

- RGB/Al, TTL, Comp. Video & stereo audio inputs
- Can also be used as a TV with VCR or Tuner
- Features retractable foot □ Twin Speakers
- FREE lead for YOUR computer □ Earphone Jack Socket
- FREE 12 Month on site service warranty.

**A MOST VERSATILE STEREO COLOUR
MONITOR AVAILABLE FOR ONLY...**

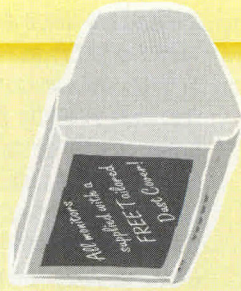
£249.⁹⁵

CBM 1084S STEREO COLOUR MONITOR

Commodore's Own Stereo High Resolution Colour Monitor

- RGB/Al/TTL, Comp. Video/Audio Inputs
- Can be used as TV with VCR or tuner
- Twin Speakers for stereo output
- Supplied with cables for A500, CGA PC, C16-64-128

£269.⁹⁵



Amiga 1Mb. POWERPLAY

SAVE £20 over
individually priced items

INTRUDER PACK 2

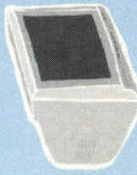
**HARWOOD'S BRILLIANT AMIGA 1Mb
FLIGHT OF THE INTRUDER PACK 2**

The fantastic Amiga and
ALL THE EXTRAS
detailed in Harwoods
Intruder Pack 1 above,
AND then you also get...



**THE SUPERB PHILIPS CM8833/II
STEREO COLOUR MONITOR**

Twin Stereo Speakers, Green
Screen Switch, Lead to Amiga,
Free Tailored Dust Cover and
12 Months on-site warranty
(See monitor panel for details)



**A SPECIAL PACK FROM HARWOOD'S TO LET YOU
SEE THOSE GAMES WITH SUPERB CLARITY AND
IN FANTASTIC STEREO FOR ONLY...**

£629.95



Amiga 1Mb. POWERPLAY

SAVE up to £30 over
individually priced items

INTRUDER PACK 3

**HARWOOD'S BRILLIANT AMIGA 1Mb
FLIGHT OF THE INTRUDER PACK 3**

The fantastic Amiga and ALL THE EXTRAS
detailed in HARWOODS Intruder Pack 1
above, and then you also get...



**THE SUPERB PHILIPS
CM 8833/II STEREO
COLOUR MONITOR**

With FREE Dust Cover and Cable
to your Amiga and including a
12 Months on-site warranty
(See monitor panel for details)



**THE BRILLIANT STAR LC200
COLOUR PRINTER...**

18540 cps. Full Colour 9 Pin NLQ
Dot Matrix Printer with FREE Dust
Cover and cable to your Amiga
(See printers on page 3 for further details)
(Or choose an alternative from our range & adjust by the
difference in price from the listed LC 200 price on page 3)



**NOW AVAILABLE WITH THE
CITIZEN SWIFT 9 COLOUR
PRINTER AT NO EXTRA COST!!!**
(IN PLACE OF STARS LC 200 COLOUR)

**A SPECIAL MONITOR AND
PRINTER PACKAGE FROM
HARWOODS TO SET YOU
UP COMPLETELY AND ALL
AT A PRICE YOU'LL FIND
HARD TO BEAT!**

£834.95



Amiga 1Mb. POWERtech

INTRUDER PACK 4

**A MORE SERIOUS PACKAGE ASSEMBLED BY
HARWOOD'S INCLUDING 'CLASS OF THE 90's'
FIRST STEPS AND ALL
OF THE FOLLOWING...**



- ★ AMIGA A500
COMPUTER WITH 1Mb.
- ★ FLIGHT OF THE INTRUDER
PRO-WRITE 2.5 (Wordprocessor)
- ★ INFOFILE (Database)
- ★ MUSIC MOUSE (Instrument Program)
- ★ LET'S SPELL AT HOME
- ★ AMIGA LOGO WITH TALKING TURTLE
- ★ BBC BASIC EMULATOR
- ★ DELUXE PRINT II and DELUXE PAINT II.
- ★ FULLY MICROSWITCHED JOYSTICK
- ★ TEN BLANK COMMODORE 3.5" DISKETTES
- ★ MOUSE MAT, PLUS... TEN GREAT GAMES

Datamorph, Dungeon Quest, E-Motion, Grand Monster Slam, RVF Honda,
Divin Force, Pipemania, Rock 'N' Roll, Skweek, Towers of Babel.

ALSO INCLUDED WITH PACK 4 TO HELP YOU PROGRESS...

- FREE! A STEP-BY-STEP VIDEO TAPE!**
How to set up and get the most
from your Amiga 1Mb and
Amiga A500 and
software pack
- FREE! GUIDES TO THE NATIONAL CURRICULUM FOR PARENTS**
An explanatory file
about applying
the National Curriculum
for parents with Primary and
Secondary School children



**HARWOOD SPECIAL INTRUDER
PACK 4 AT A SPECIAL PRICE**

£579.95

BUILD YOUR OWN PACK
PACK 5: As above with CM8833
PACK 6: As Pack 5 + LC200 Col. Printer
£799.95
£999.95

**WE ALSO HAVE OTHER AMIGA EDUCATION PACKS...
PHONE NOW FOR FULL DETAILS!**

Amiga 1Mb. POWERPRO

INTRUDER BUSINESS PACK 7

**INTRUDER PACK 7 COMES FROM HARWOODS
AND INCLUDES ALL THE FOLLOWING...
A PROFESSIONAL PACKAGE PUT TOGETHER
FOR THE BUSINESS MINDED AMIGA USER**



**AMIGA A500 WITH 1Mb.
MEMORY INC. CLOCK**
(See Standard Features List)

**+
SUPERB PHILIPS CM 8833/II
STEREO COLOUR MONITOR**

**+
STAR LC200 9 PIN NLQ
FULL COLOUR PRINTER**
(Or choose an alternative from our range,
and adjust by the difference in price)

**+
A HOST OF BUSINESS SOFTWARE & ACCESSORIES...
PEN PAL V1.3 (Word Processor)...1Mb.
(See page 4 for further details)**

**SUPERBASE II PERSONAL (Database)
SUPERPLAN (Spreadsheet)...1Mb.**

- ★ MICROSWITCHED JOYSTICK
- ★ DELUXE PAINT II
- ★ 10 BLANK 3.5" DISKS
- ★ DISK LIBRARY CASE
- ★ BACK TO THE FUTURE II
- ★ MOUSE MAT
- ★ 3 TAILORED AMIGA
DUST COVERS
- ★ NIGHT BREED
- ★ AND... FLIGHT OF THE INTRUDER



**NOW AVAILABLE WITH THE
CITIZEN SWIFT 9 COLOUR
PRINTER AT NO EXTRA COST!!!**
(IN PLACE OF STARS LC 200 COLOUR)

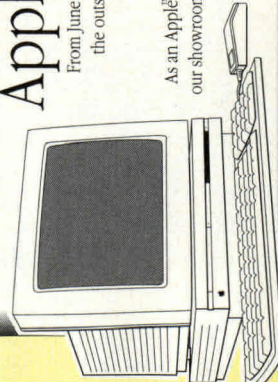
£899.95

**WE MEAN BUSINESS
AT THE GREAT LOW
PRICE OF JUST...**

Apple in Alfreton...

From June Gordon Harwood Computers will be supplying
the outstanding Apple® Macintosh™ range of complete
Hardware and Software Solutions
available from just... **£675.00** *ex VAT*

As an Apple® Authorised Dealer, systems are available through
our showroom only. Please visit us for your *personal* introduction
to this exceptional range of friendly to use yet
powerful graphical computers



Gordon Harwood
Computers



Authorised Dealer

**GORDON
HARWOOD
HARWOOD
HARWOOD**
Computers

GORDON HARWOOD COMPUTERS
DEPARTMENT AM0902 NEW STREET
ALFRETON, DERBYSHIRE, DE5 7EP
TEL: 0773 836781 FAX: 0773 831040



**REMEMBER AFTER YOU'VE BOUGHT FROM
HARWOODS, WE'LL STILL BE HERE...**

TECHNICAL SUPPORT: You will be given our Exclusive Technical
Support Phone Number to call should you require any help or advice
on any aspect of the system you have purchased.

12 MONTH WARRANTY: Items proving faulty within 30 days
of purchase are replaced with NEW UNITS unless otherwise stated. For
the whole of the guarantee period, warranty service will be completely
FREE OF CHARGE and a FAST turnaround is GUARANTEED by our
OWN ENGINEERS!

COLLECTION FACILITY: Computers, monitors or printers requiring
warranty service can be collected from your home FREE OF CHARGE
during the whole guarantee period (UK Mainland only)

HARWOODS SUPERSLIM 3.5" 2nd DRIVE

- With Long Cable, Disable Switch, Throughport, Access Light, For 500/1000/2000/3000

Now LOW Price!!!

£57.95

COMMODORE A590 20Mb HARD DISK DRIVE WITH 0.5 Mb. MEMORY

- Commodore's own hard drive for the A590
- Autoboot with Kickstart 1.3
- Sockets for up to 2Mb RAM expansion
- DMA access
- External SCSI port
- Complete with 0.5 Mb. Memory FREE!

£299.95

COMMODORE A590 20Mb HARD DRIVE BUT... UPGRADED TO A FULL 1Mb.

As above but with a total of 1Mb memory!

£319.95

COMMODORE A590 20Mb HARD DRIVE BUT... UPGRADED TO A TOTAL OF 2Mb.

As above but with a 2Mb memory!

£349.95

Please note that prices for products containing RAM chips may fluctuate from time to time

FREE! All related Amiga Dot Matrix Printers with all

PRINTERS

All printers in our range include the following features...

When you are comparing our prices to others make sure that the same essential items are included eg. Printer Lead, Dust Cover, Postage and VAT etc.

CITIZEN 120D+ - Up to 120/25 cps

Very reliable low cost printer (please specify interface on order)

- Interchangeable interfaces for Centronics
- Full 2 Year manufacturers warranty
- RS 232 or Serial type for IBM PC/XT

£149.95

STAR LC10 - Up to 120/25 cps

Our most popular Mono Dot-Matrix printer and at a super low price

- Multiple port options easily accessible from front panel
- Simultaneous, continuous and single sheet stationery
- Excellent paper handling facilities
- 240 x 240 dpi Graphics

£159.95

CITIZEN 124D MONO 24 PIN PRINTER

- 360 dpi - 24 Pin MONO
- 8K Buffer - Expandable
- 3 Fonts, Superior letter quality
- Push & Pull Tractor feeds

£209.95

STAR LC 24-10 - Up to 180/60 cps

24 Pin version of the Star LC Series with

- Exceptional letter print quality
- 360 x 360 dpi Graphics
- Additional font cartridges available
- 8 resident fonts

£214.95

STAR LC200 GREAT COLOUR PRINTER - 185/40 cps

This is the one in our packs!

- 80 Column Dot Matrix
- 240 dpi - 9 Pin COLOUR
- 16K Buffer, 8 Resident Fonts
- Front Panel Pitch Selection
- Push/pull tractor & rear/bottom feeds
- Reverse paper feeds
- Micro paper feed, Max. paper width 11.7"
- Supplied with colour & mono ribbons
- Paper park with auto single sheet loading
- Programmable from front panel, no DIP switches
- 12 month warranty

£214.95

AMIGA SOFTWARE, GRAPHICS, SOUND AND BOOKS

MUSIC 'X' Latest Vers 1.1 with MIDI-INTERFACE & CABLE
Latest Version 1.1 - The ultimate professional midi sequencing package on any computer...BAR NONE!

£79.95

MASTERSOUND

High quality 'Mono' Sampler. Mono samples are better than stereo when sampling instruments for your own music with soundtracker

£33.95

MIDI INTERFACE (5 PORT)

In, Out, Through - 2 Switchable Through/Out Inc Cable

£24.95

HARWOODS 'PRO-GEN'

NEW HIGH QUALITY GENLOCK AT THE SORT OF PRICE YOU'D EXPECT ONLY FROM GORDON HARWOOD COMPUTERS!!
Equivalent specification to Rendales' 8802 and compatible with ALL video titling and graphics animation software!...Requires 1Mb. min.

£119.95

Supplied with FREE titling software!!!
FREE SPECTRA COLOR with every Pro-Gen!
The only 4096 colour paint and animation program for the Amiga! From the creators of Photon Paint

VIDI - The Complete Colour Solution

Grabs moving colour video into 16 grey scale frames up to 16 frames on a 1Mb. Amiga! and digitises from still colour video source in up to 4096 colours in less than 1 second!

£179.95

COLORPIC...The best colour grabber by far!

Instant colour frame grabbing from moving video. Capture superb digitised video images in a range of resolutions from standard composite video source eg domestic TV video rec. or camera in a 50th of a second.

£399.95

RENDALE 8802 Genlock Including Cables

Home/Semi Professional standard Genlock, allows computer display mixes with composite video signals for titling etc.

£184.95

MODE SWITCHBOX FOR RENDALE 8802/PRO GEN

Podscat 12" x 12" Graphics Tablet complete
Supplied with driver s/w, it replaces your mouse and thus works with ALL applications s/w. Also available for IBM PC/Compatibles

£34.95

PROFESSIONAL PAGE VERS 2.0 - Updated release!

Requires 1Mb...Total Publishing Power; c/w quality outline fonts

£219.95

£159.95

PEN PAL

Pen Pal V.1.3
WORD PROCESSOR/DATABASE
With Pen Pal you can mix text, 4096 colour graphics & data in ways no other w/p can!

"It's handling of graphics is unsurpassed: Pen Pal is the only word processor I tested that will automatically wrap text round graphics..."
Amiga World, July '90

£79.95
Requires minimum of 1Mb. Amiga
PEN PAL Vers 1.3 WITH 512K
Amiga RAM Expansion £99.95!

ORDERING MADE EASY

Before you choose from whom to purchase, please give us a call. We are always more than happy to discuss your requirements, and answer any queries you may have...

ORDER BY PHONE: Phone our Order Hotline with your Access, Visa, Mastercard or Lombard/NASCAR Credit Card quoting number & expiry date

ORDER BY POST: Make cheques, bankers building society drafts or postal orders payable to GORDON HARWOOD COMPUTERS. (Personal or business cheques take 7 days to clear from day of receipt whereupon your order will be despatched)

Please send Name, Address, and most importantly if possible, a Daytime Telephone Number along with your order requirements. Please check you are ordering from one of our latest advertisements before posting (phone if you require confirmation). Please remember that for example many September publications appear during August, therefore prices you see may have changed (either up or down).

FREE POSTAL DELIVERY: FREE within 14 working days, UK Mainland only, OR **COURIER SERVICE.** Add £5 per major item for next working day delivery, UK Mainland most regions.

(Goods normally despatched on day of ordering or payment clearance)
EXPORT ORDERS: Most items are available at TAX FREE PRICES to non UK residents when visiting us or for export shipment. Please contact us for ordering information.

REMEMBER AFTER YOU'VE BOUGHT FROM HARWOODS, WE'LL STILL BE HERE...

TECHNICAL SUPPORT: You will be given our Exclusive Technical Support Phone Number to call should you require any help or advice on any aspect of the system you have purchased.

12 MONTH WARRANTY: Items proving faulty within 30 days of purchase are replaced with NEW UNITS unless otherwise stated. For the whole guarantee period, warranty service will be completely FREE OF CHARGE and a FAST turnaround is GUARANTEED by our OWN ENGINEERS!

COLLECTION FACILITY: Any computer, monitor or printer requiring warranty service can be collected from your home FREE OF CHARGE during the guarantee period (UK Mainland only)

FULL TESTING PROCEDURE: All computers are tested prior to despatch, and all items are supplied with mains plug and leads as required - just connect up and use straight away.

REMEMBER WE'RE NOT JUST ANOTHER MAIL ORDER COMPANY...

All listed prices are what YOU PAY, and there are NO HIDDEN EXTRAS. VAT and postage are included, and prices are correct at time of going to press (Pack details may vary from time to time). Offers are subject to availability and to being the latest advertised packs and prices. Our offers are NOT supplied on a trial basis. E&OE

FINANCE FACILITIES Finance tailored to suit your needs. Written details on request.

Gordon Harwood Computers offer facilities to purchase using our budget account scheme. APR 36.8% (Variable). Available to most adults of eighteen years or over, subject to status. Simply phone or write and we will send you written details along with an application form. Applications, required in advance, available to full time U.K. mainland residents and overseas British forces personnel. Showroom visitors, please ask for details of our in-store "Instant Account". Written quotations on request.

If you are already the holder of a Lombard Credit Charge Card you can use this to purchase from us (subject to your personal card limit)

VISIT OUR SPACIOUS SHOWROOM

Please pay us a visit where our full range of advertised products, at the SAME COMPETITIVE PRICES, AND MORE, is on sale. 'ALL UNDER ONE ROOF', in pleasant surroundings at our purpose fitted showroom (See note below map). There's plenty of FREE parking close by.

OPENING TIMES: 9.00 til 5.00 Monday to Saturday
9.00 til 1.00 Wednesday
Closed on Sundays

CITIZEN SWIFT 9PIN COLOUR - Up to 160/40cps

- ☐ New super high spec 9Pin colour printer
- ☐ 8K Buffer, 4 Fonts
- ☐ Push and pull tractor built-in
- ☐ Feed for labels/multi part stationery

£229.95

STAR LC24-200 24 PIN MONO PRINTER - 220/55 cps

- ☐ New Star 24 pin that means business!
- ☐ 80 Column Dot Matrix
- ☐ 360 dpi - 24 Pin MONO
- ☐ 7K Buffer expandable to 39K
- ☐ 10 Resident Fonts
- ☐ Front Panel Pitch Selection
- ☐ Extra font cartridges available
- ☐ Push/pull tractor & rear/bottom feeds
- ☐ Reverse paper feed
- ☐ 12 month warranty

£259.95

STAR LC24-200 NEW COLOUR PRINTER - 220/55 cps

Colour version of the new LC24-200 Mono

- ☐ Paper park with auto single sheet loading
- ☐ Micro paper feed, Max. paper width 11.7"
- ☐ Supplied with colour & mono ribbons
- ☐ Better quality than LC200 colour
- ☐ 10 Resident Fonts
- ☐ Extra font cartridges available
- ☐ Programmable from front panel, No DIP switches
- ☐ No DIP switches
- ☐ 12 month warranty

£309.95

CITIZEN SWIFT 24 PIN COLOUR - Up to 160/50 cps

- ☐ 24 Pin Colour Printer "EUROPEAN PRINTER OF THE YEAR 1990"
- ☐ 360 x 360 dpi Colour Graphics
- ☐ Push and pull tractor built-in with bottom feed for labels & multi-part stationery

£319.95

STAR XB PRINTER RANGE Up to 240/80 cps

24-10 COLOUR, OR 24-15 COLOUR

- ☐ Two very fast LQ 24Pin Colour Printers
- ☐ (15" Wide Carriage versions 41 exp. to 201K buffer)
- ☐ Exceptional print quality
- ☐ 4 x 48Pin super letter quality fonts
- ☐ 24 x 24Pin near letter quality fonts
- ☐ Huge 27K buffer expandable to 187K
- ☐ 360 x 360 dpi Colour Graphics
- ☐ 12mths on-site warranty (UK Mainland)

£399.95

24-10 Colour

24-15 Colour

£499.95

Wide Carriage

£899.95

HEWLETT PACKARD PAINTJET 44

- ☐ Our best quality full colour printer at a realistic price
- ☐ Parallel/Centronics or Serial RS232C (specify with order, MAC option available)
- ☐ For presentation graphics/DTP, CAD and technical/scientific applications
- ☐ A full page of colour graphics in 4 minutes (typical)
- ☐ With print transparencies
- ☐ Non impact printing, virtually silent, 43dbA
- ☐ 12 Months on-site warranty (UK Mainland)

£899.95

STARSCRIPT - 8ppm POSTSCRIPT LASER

- ☐ Up to the minute Laser Printer for PC, Amiga, ST or MAC
- ☐ 300 DPI, 2Mb. Upgradable to 5Mb.
- ☐ Emulations inc: HP Series II, Epson
- ☐ EX800, IBM Proprinter & Diablo 630
- ☐ Every desktop publishers dream

£1595.95

RIBBONS

GENERIC... PRINTER RIBBONS	SINGLE	6 PACK
START LASER LC24 Colour & LC24 Mono Black Ribbon	£4.95	£24.95
START LQ10	£6.90	£34.95
START LQ10	£6.90	£34.95
STAR LC24-10 LQ 24-200-2000 & STAR LC24-10 LQ 24-200-2000 & XEPAL 15 COLOUR Ribbon	£14.95	£74.95
START LQ10, FR10 & FR15 Black Ribbon	£7.49	£39.95
CITIZEN T2000 (800) SP 10 & IBM MPS 1200/1250 BLACK Ribbon	£4.95	£26.95
CITIZEN SWIFT 15 BLACK Ribbon (Please Specify Which you require)	£4.95	£26.95
STAR LC200 COLOUR Ribbon	£7.95	£40.95
CITIZEN SWIFT 1500 Colour Ribbon	£12.95	£69.95
CITIZEN SWIFT 1500 Colour Ribbon	£12.95	£69.95

BOOKS For beginners and Experts alike!

- AMIGA FOR BEGINNERS - VOL. 1 ABACUS BOOKS. From unpacking your Amiga to creating your own fonts, includes first use of basic and extras disk.
- AMIGA BASIC INSIDE AND OUT - VOL. 2 ABACUS BOOKS. The definitive step by step guide to programming your Amiga in basic.
- AMIGA MACHINE LANGUAGE - VOL. 4 ABACUS BOOKS. Practical guide to learning 68000 assembler language on the Amiga
- AMIGA DOS INSIDE AND OUT - VOL. 8 ABACUS BOOKS. The complete guide to Amiga DOS and the CLI. NEW Edition Inc. DOS v2.0
- AMIGA PROGRAMMERS HANDBOOK II - SYBEX. In depth reference to device I/O programming for the Amiga series of computers.
- AMIGA HARDWARE REFERENCE MANUAL - ADDISON WESLEY. Written by the technical experts at Commodore Amiga Inc. USA. The people who designed your Amiga. Hardware level machine code prog. at advanced level.

£12.95

£18.95

£18.45

£18.45

£23.95

£21.95

WE ALWAYS CARRY LARGE STOCKS OF THE FULL RANGE OF ABACUS BOOKS...Phone us for details!

EDUCATIONAL SOFTWARE For most age groups!

- PRIMARY MATHS COURSE - Ages 3 to 12. Complete 24 Programme Course.
- BETTER MATHS - Ages 12 to 16. Higher level to Linear/Quadratic Equations.
- MICRO MATHS - 24 easy to use programs for GCSE (O Level) revision or self tuition
- MEGA MATHS - A 9 level step by step tuition course. Ideal for mature beginners, A Level studies & Micro Maths users
- MICRO FRENCH - GCSE French tuition or revision course. Covers both spoken & written French
- MICRO ENGLISH - A complete programme of self-tuition up to GCSE standard
- THE THREE BEARS - Ages 5-10. Develops imaginative thought/reading skills.
- SPELL BOOK - Ages 4 to 6. Developed with the help of a Primary School Head Teacher to aid spelling skills.
- PLAY AND READ - Ages 4 to 9. The complete reading tutor. Part 2 teaches spelling to the beginner at reading.

£21.95

£21.95

£21.95

£21.95

£21.95

£21.95

£22.95

£17.95

£18.95

£2.99

Only £9.95

Only £7.95

Only £72.50

Only £32.95

Only £24.95

Only £32.95

Only £32.95

Only £32.95

Only £32.95

Only £32.95

Only £32.95

Only £32.95

Only £32.95

Only £32.95

Only £32.95

Only £32.95

Only £32.95

Only £32.95

Only £32.95

Only £32.95

Only £32.95

Only £32.95

Only £32.95

Only £32.95

Only £32.95

Only £32.95

Only £32.95

Only £32.95

Only £32.95

Only £32.95

Only £32.95

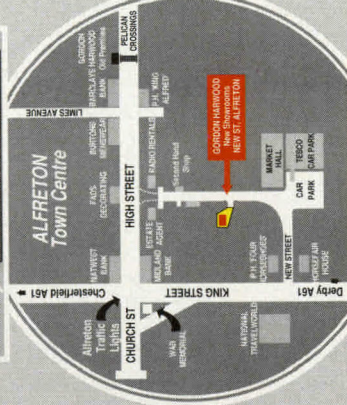
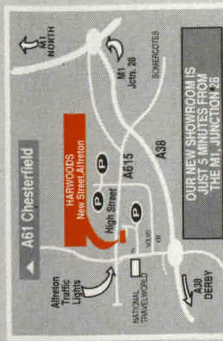
Only £32.95

Only £32.95

Only £32.95

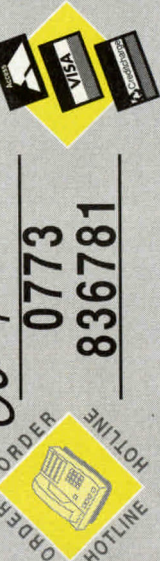
Only £32.95

Shown above is just a small selection from our vast range of serious Software, Books and Accessories...please phone us with YOUR requirements!



We have several specialised systems on permanent display. However, should you require a 'special' specific product demonstration we will be happy to oblige. Just phone us in advance to make the necessary arrangements.

GORDON HARWOOD HARWOOD HARWOOD Computers



0773 836781

GORDON HARWOOD COMPUTERS
DEPARTMENT A09/D2, NEW STREET
ALFINGTON, DERBYSHIRE, DE5 7BP
TEL: 0773 836781 FAX: 0773 831040



SENIOR PSYCHIATRIST. She reports on the types of people you have in your colony and also the birth and death rates.



CIVIL ENGINEER. He reports on all the buildings in your colony, keeping count of the different types you've created.



HEAD OF RESEARCH. He reports on your tech level, the number of scientists and labs and the amount of research grant left.



COLONY ADMINISTRATOR. Keeps details of all your resources, ie. what was produced and used in the last month and year.

STRATEGY



It was a classic text book foul up. The commander of the colony presumed he was doing the right thing by staying behind and fighting. Unfortunately, he was wrong. The attack on the reserve command centre was merely a fix and it certainly confused the commander who was led to believe they'd made a mistake.

What he didn't realise was that the follow up attack would allow the Kamzi assault craft to breach the active command centre while the defence council was still reeling and confused from the surprise attack on the reserve centre. The active centre and its staff were captured and used to provide information on other planets and colonies.

As an immediate consequence of the information they managed to

extract, 17 neighbouring planets and all the various research projects being carried out on them were lost. In the long term over 6,000 colonists and 29 planets have been taken. The Kamzi attack had been a huge success, and 26 years later they would use an almost identical strategy.

As before, nobody expected the Kamzi assault craft to launch an attack on the reserve command centre, but they did. The commander in charge was determined to stay behind and fight until the very end if necessary. Yet the rest of the council realised that only one colony would be destroyed and the number of casualties reduced if all civilian personnel were evacuated.

He was eventually persuaded and the colony's autodestruct unit was set to detonate in 10 minutes. As the commander stepped into the evacuation craft, he looked

back to see the second attack in progress. He was convinced in his own mind that he'd lost his chance of controlling his own planet.

But what he didn't realise was that he'd screwed the Kamzis good and proper. Their plan was thwarted and the commander was rewarded with his own planet.

Playing the part of a commander in charge, you must now prove that you are up to the challenge. Many people's lives are dependent upon your actions and it's your duty to protect them and give them the best possible life and

a perfect living environment.

While there is no finite aim or end to playing this game, you can regard the achievement of a high quality of life rating as your goal. A figure on the screen represents the current quality of life and if you can sustain levels of around 80%, you'll be awarded a medal. A further medal is awarded if you reach 90%.

You control the game using a series of icons, which can be used to create or demolish buildings, arm the forces with your latest developments in warfare and, most importantly, keep the civilian

The map window shows all the planet surface which has been cleared for possible colonisation.



The alien forces have made a surprise attack which, unfortunately, was successful as your defence was unprepared.



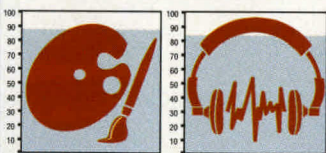
When you construct a building, scaffolding appears on the map. Each building takes a while to build and you can only make full use of it when it's complete.



Altogether you have six advisors who are always ready to report. Simply clicking on them reveals a wealth of information on their specialist subject.

ACTION INFO

UTOPIA
GREMLIN £29.99
TEAM: G. ING & R. CRACK



Utopia is effectively a combination of the classic games Populous and Sim City and what results is an excellent strategy game in its own right. Initially, you may find the game a little overwhelming, although this can be blamed on the sheer number of things you must control. Thankfully, the well drawn isometric landscape graphics help you define which buildings are which and the icons are thoughtfully laid out. To sum up, Utopia is simply one of the best strategy games I've seen for a while. Gremlin have done it again!

LEAGUE RATING

1 POWERMONGER

2 UTOPIA

3 GENGHIS KHAN

STRATEGY



FINANCIAL CONSULTANT. He details your financial income and expenditure from the colony support grant, trade and income tax.



SUPREME COMMANDER. Keeps track of how many tanks and spaceships you own and what they're up to.

	AMOUNT	TOTAL	EXPENDITURE	INCOME
FULL	5000	2100	1000	10
FOOD	1000	025	100	0
DRUG	2000	0	100	0
ARMY	1	0	100	0
WEAPONS	2000	30	100	0
TECH. GOODS	1000	5	100	0
MONEY	50000	0	0	0
INCOME TAX	10	2	0	0
CLICK TO FILTER DATA				

The finance organisation panel is used to display the amount of each trading item that's available, the current rate of income tax and current research grant values. From here it's also possible to manipulate a number of the various parameters.

population well supplied. To move around, four direction arrows can be clicked on to shift the isometric landscape one square in the desired direction.

Also on the main screen are various warning indicators which inform you of the different dangerous situations you might find yourself in. Remember, an enemy force is also trying to build a Utopia so you must ensure that the civilians are well protected from enemy invasions and, if necessary, have the capabilities to strike back.

The best way in which to achieve this is to create buildings that are purpose-built for the manufacture of new weapons and defence systems.

Failure to protect your people will cause you to have to restructure the economy but, more importantly, will eventually result in the break down of your colony.

OVERALL
SCORE
90%

THE CREATION OF A NATION

1 Direction arrows used for scrolling the map.

2 The current quality of life indicated as a percentage.

3 Warning indicators that warn you of any dangerous situations.

4 The money currently available to you.

5 The current colony date.

6 Status box shows your current mode, such as, demolish.

7 Takes you directly to the full map screen.

8 Allows you to position markers on the main map view.

9 Takes you to your personal advisors.

10 Spy on other alien races who may be constructing a Utopia.

11 Select and construct a new building.

12 Demolish the selected building.

13 Display the current finance screen.

14 Manipulate the industrial aspects of your colony.

15 Incoming message window.

46 (Top right corner)

11 (Top left corner)

12 (Top left corner)

13 (Top left corner)

14 (Top left corner)

10 (Top left corner)

48563 GR (Bottom right corner)

10/01/2095 (Bottom right corner)

SDC: 15 2 (Bottom left corner)

SECURITY REPORT SPORADIC MURDERS! 15 (Bottom center)

Utopia

Amiga Action 9

Jimmy White's Whirlwind Snooker



SPORT SIM



Snooker and Pool simulations are usually greeted with very little enthusiasm, which is hardly surprising really considering most of them are downright unplayable and completely inaccurate. However, when a Snooker game turns up in the office with the name Archer Maclean written on the side of it, there's an instant feeling of immense excitement in the air.

Archer Maclean is a man known for the quality of his products and not the quantity. Thinking back over the years, I can only remember two of his games: Dropzone, the old 8-bit defender clone and more recently, International Karate +. Both games were classics in their own right. With two explosive action games such as those, it's quite surprising that he chose a sport such as

Snooker for his next release.

What Archer has done, is write the game from the player's point of view. That is, you can view the table from just about anywhere, in glorious 3D. Archer himself told me: "If you can see or do it in the real thing, you can do it here too". A very brave statement indeed, but after playing the game for a while, it's a statement I'd be happy to agree with without reservation.

It has taken him over two years to create this technical masterpiece. The majority of his time was spent producing the mathematics. If the game was to run at a reasonable speed, each calculation had to be lightning fast. There were times when Archer himself thought it couldn't be done, but he stuck to the task and the game is now complete and ready for release.

The game effectively starts from a simple yet



ICON PLAY SNOOKER



VIEW CUE BALL: The left mouse button displays the white ball close, whereas the right button raises the view. A second press of either button rotates the view 180 degrees.



The left mouse button returns the game to the control menu and the right button displays the comprehensive help menu.



INFORMATION: Its functions include displaying the score card and, in the practice game, working out the best possible shot.



SIDE SPIN: There are four spin icons altogether which can be used to determine the amount of side, back or top spin put on the cue ball. Also allows you to swerve the ball.



PLAN VIEW: Again, various combinations of the mouse buttons allow you to jump directly to overhead views and rotate the table from above.



VIEW ANGLE: Changes the angle of view and also the angle of attack on the cue ball. Useful for hitting the ball when it's behind a cushion or ball.



VIEW LINE: When selected a line is drawn from the centre of the cue ball. Other options allow you to view a line displaying the angle at which the ball will bounce off a cushion.



CHALK CUE: If you intend putting spin on the ball, it may be a good idea to chalk the cue beforehand. Three strokes of the chalk is usually enough for any shot.



TAKE SHOT: Once the several attributes are set, you should click on this icon to take the shot. If you hold down various combinations of the mouse buttons you can view the shot in quite a few ways.



If you don't like the icons where they are or they obstruct a certain view, simply click on this icon and move them around.



ZOOM IN/OUT (Left) It's worth mentioning that the right mouse button speeds things up considerably.



CUE LEFT/RIGHT: Spins the table left and right or, when a shot is about to be taken it moves the cue left and right.

(Above) **SET POWER:** By moving the cue up and down you can determine the shot power with a high degree of accuracy.

If you position the cue ball next to a full pack of reds and hit the cue ball into them, around 30,000 64-bit quadratic equations are calculated!

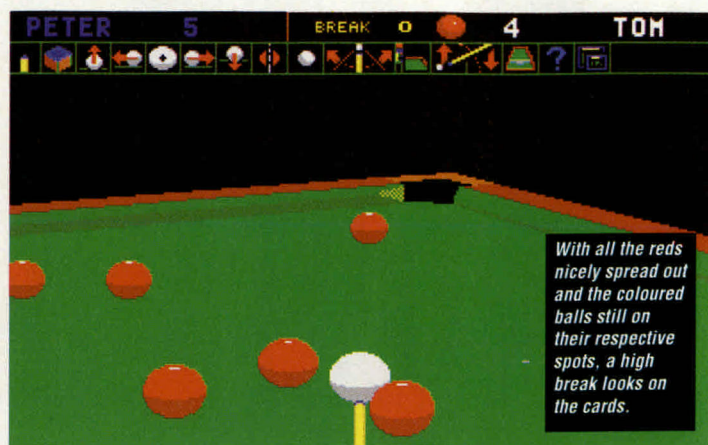
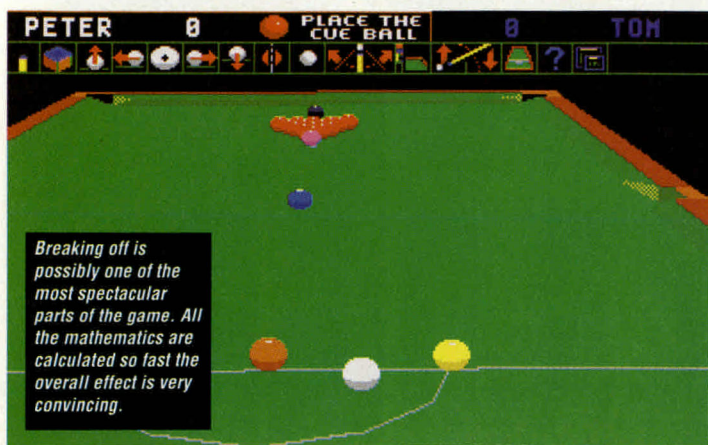
The game is accurate to 1/64th of a degree - giving a choice of 23,040 different angles to take your shot from!

The 88 power settings and 81 spin types gives a total of 164,229,124 shots available!

If when you take a shot you watch the ball movement only, the game runs at 25 frames per second. If you follow the ball, it runs at around 8-17 frames per second.

The entire program consists of 45,000 lines of pure machine code and if Archer was to print this out, it would cover no less than 1,000 sheets of paper!

Due to the way the sound routines are written, you've effectively got two and a half megabytes of sampled sound.



A C T I O N I N F O

JIMMY WHITE'S WHIRLWIND SNOOKER
VIRGIN MASTERTRONIC £24.99
TEAM: ARCHER MACLEAN

I never thought I would rave on about a Snooker simulation, but this undoubtedly deserves all the praise it's certain to receive. The graphics need to be seen to be believed and coupled with an abundance of realistic sound FX the overall effect is completely convincing. All the superlatives in the world couldn't describe what is a technical and mathematical masterpiece. If you don't believe how good it really is, buy it now and amaze yourself. Quite simply, the ultimate in computer simulations!

LEAGUE RATING

1 KICK OFF 2
2 JIMMY WHITE'S SNOOKER
 3 SPEEDBALL 2

S P O R T S I M S

adequate control menu. From here you can if you wish view previous scores and breaks that are saved to disk after a match. If you're after a slice of the action though, it's best to move straight into a practice game.

The first time you approach the table, you'll want to experiment with the various views. You'll realise that any feasible view is possible. There are also several ways in which to alter the view, whether it be by placing the cursor on the table and shifting the mouse or by using one of the game's many icons.

Once you've found a comfortable view the excitement really begins. When the table is drawn and the balls are positioned, the pack of reds is never in exactly the same position, just as if it had been placed there by a human. Fine touches such as this may seem over the top, but all it really does is show how much care and attention to detail has been put into the game.

Before you can actually hit the ball though, you must define a few simple attributes. Obviously, this all depends on the

PETER 5 BREAK 0 TOM 5

Lining up a shot is easy using the ball line feature. Simply rotate the cue until the desired line is reached and hit the ball.

PETER 15 PLACE THE CUE BALL 33 TOM

The game is so versatile it's possible to view the table from wherever you feel most comfortable. The various icons make moving around the table very easy.

SCORE INFORMATION
 THERE ARE 83 POINTS LEFT ON THE TABLE
 NOBODY NEEDS SNOOKERS
 AND THE BEST BREAK IS 27 POINTS BY TOM

Any time during a match you can call upon the score information to find out how well you are doing and if necessary how many snookers you need to win the frame.



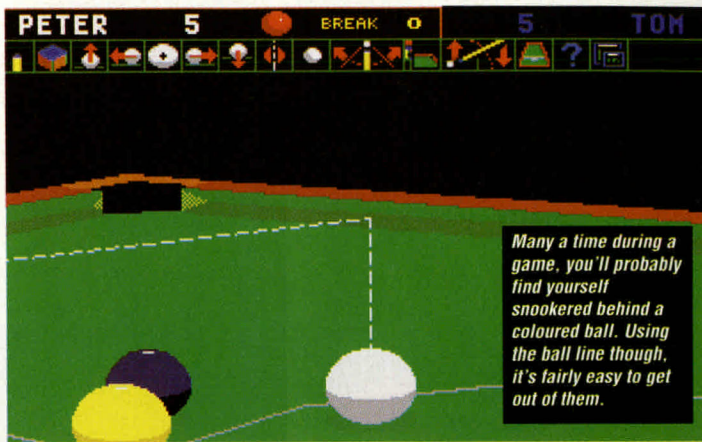
type of shot required, but the most common selections are shot power, ball spin and of course, the direction in which the cue ball will travel. It's even possible to swerve the ball!

Various situations also affect how the shot will be taken. For instance, if the cue ball is positioned behind another ball or a cushion, it would be physically impossible to hit the ball at the base. Naturally, the possible angles of attack are displayed on the ball icon!

To determine what

direction the white ball will travel, a line is displayed from the centre. Using a combination of the mouse buttons on the icon will decide whether the angle at which the ball comes off a cushion is displayed as a line. It's also worth mentioning at this stage that the computer will work out the best possible shot for you if you wish. However, this feature is exclusive to the practice match.

To hit the ball you must select the large white ball icon. By holding down various combinations of the mouse buttons you can view shots from different viewpoints. For



instance, if you hold down the left button you can follow the cue ball around the table.

Considering there are so many possibilities, it's still unbelievably easy to get started. Although the game is played using the mouse to control the various icons, most of the commands are duplicated via the keyboard. Thankfully, even the icons can be moved around to avoid obstructing a view.

Once you're confident enough you can take the computer on or even try a few trick shots. Four intelligent opponents are provided and it'll take a while to beat the

easiest never mind the champ who is so intelligent he can easily knock up 147 breaks! A feat never seen before in a simulation of this kind.

To sum up a technically and mathematically accurate game such as this is near impossible. There are so many in-built facilities and little touches that we could probably waffle on for another 10 pages. Anyway, half the fun of the game is actually exploring the multitude of features.

OVERALL
SCORE
95%

"PSSST-PASS IT AROUND...
...THE **FINAL FIGHT**™ IS COMING"

ASK YOUR DEALER WHEN

OR FOR FURTHER INFORMATION
please call 0839 654124

Service provided by U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham
B6 7AX. If you are under 18 please get permission to use the telephone.
Calls cost 34p per minute cheap rate, 45p per minute all other times

FINAL FIGHT™ © 1991 CAPCOM USA, INC. All rights reserved.

Atomino



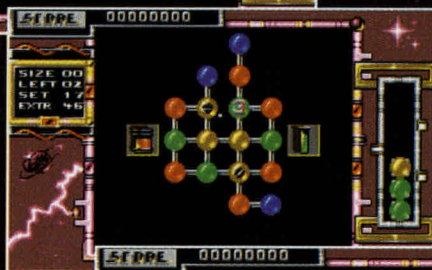
The intro screen tells you the task that must be completed to progress onto the next level.



You must remove the two screwed down atoms by forming a molecule around them.



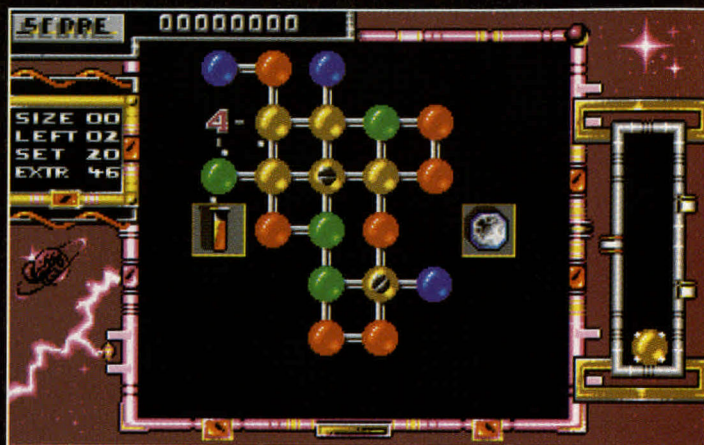
The atoms are now integrated into a larger, semi-formed molecule and things look to be going well.



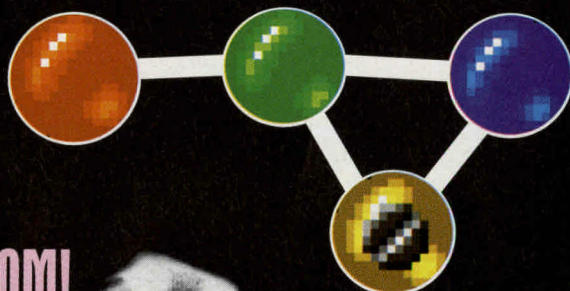
Almost finished but you are left with a single spare valence that is causing problems.



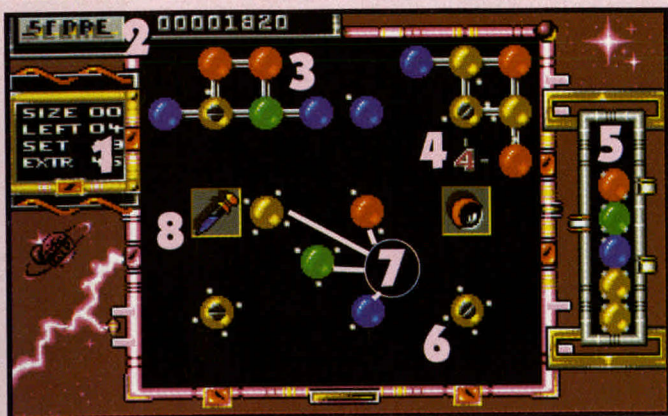
After adding a few more atoms the molecule is nearly complete. Just add a four-er here to use up the spare valence.



The pit at the side of the screen can hold up to six atoms at one time. As the game progresses the atoms will slowly fill up the pit. You have to use them fast enough to stop them reaching the top.



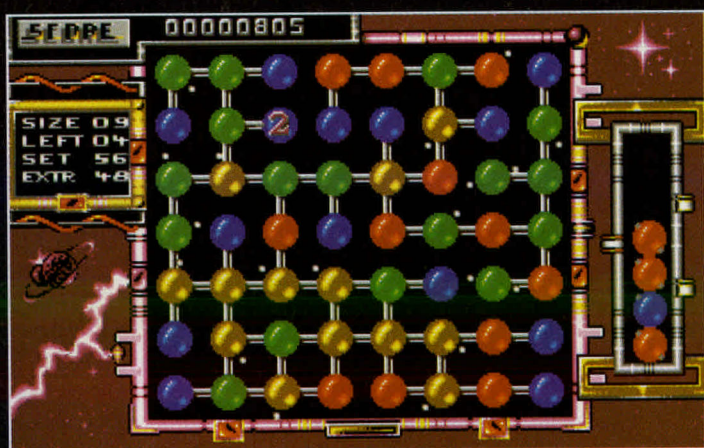
UP AND ATOM!



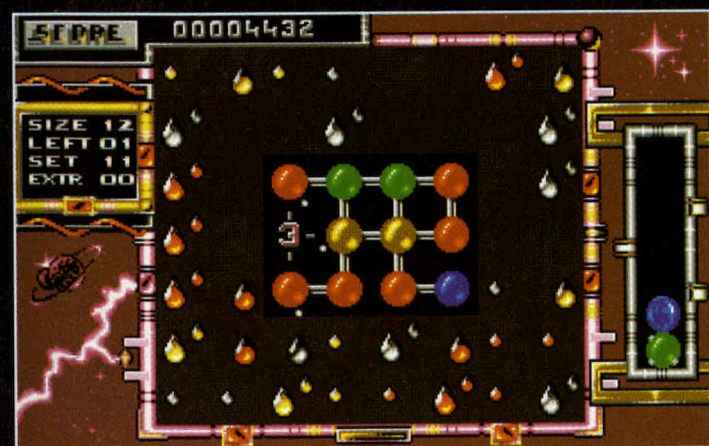
MOLECULE MADNESS

- 1) **STATISTICS:** Details on the number of atoms used, the minimum number of atoms in each molecule and so on.
- 2) **SCORE:** You score for each atom placed and completing levels.
- 3) **CONNECTOR:** When two atoms meet they merge together via a connector.
- 4) **NEXT ATOM:** Indicates that next atom to be placed has four valences.
- 5) **PIT:** As the slowly falling atoms fill up the pit you will run out of time.
- 6) **FIXED ATOM:** These atoms cannot be swapped and can only be removed as part of a full molecule.
- 7) **ATOMS:** One, two, three and four valences atoms.
- 8) **OBSTACLE:** These blocks restricted the places that atoms can be placed.

After rushing into things at the beginning of the level you are now left with a screen full of atoms with a plethora of spare valences. To complete the level you must connect all the valences just by swapping the atoms.



For some levels you have to construct a molecule that exactly fits a given shape. The biggest problem is fitting four and three valence atoms into these restricted areas so that they are still usable.



PUZZLE AND QUIZ



Lightening flashed across the sky, silhouetting the dreaded castle Frankengrime for a few brief moments.

Rain poured onto the roof and gurgled down the drains. The Gargoyles ran for cover under the eaves. Despite popular belief Gargoyles are as timid as mice and big storms scare them.

The thunder, rain and wind turned the barren hill tops into a truly miserable place. The storm had been hanging around the area for months now, waiting for just the right moment to unleash itself for that perfect dramatic effect. After understudying hurricanes and whirlwinds it knew all about drama and it wasn't going to miss the opportunity to prove itself. Rumbling ominously it peeked into the castle dungeons.

Inside the Doctor squinted into a glass phial as the clear green liquid it contained bubbled violently. He knew it wouldn't be long before his concoction was ready. He practiced a cackle for the big moment. Hobbling over to another bowl (he would have skipped but the damp was making his rheumatism play up) he checked another steaming potion before pouring some into a test tube.

The storm was getting excited now. The moment of the big crescendo was imminent. The lightening was ready to be thrown, the thunder was waiting restlessly and the wind was hiding behind a nearby wood. When the cue was given all hell would break loose.

With shaking hands the senile scientist mixed the two ingredients. He laughed loudly and held his hands to the air, ecstasy coursing through his body. He had created a new atomic substance the likes of which had never been seen before. The world was his! Explosions, flashes of brilliant light and deafening noises, none of these things happened. It was rather disappointing really. More like a feeble "phut" sound.

The storm looked on with

disgust. All this effort just for a fart. To cheer itself up it stomped off to a village and wrecked a few houses. In fact it was so upset it gave an annoying little brat disturbing dreams about yellow travel routes and old hags with red shoes. That always made it feel much better.

Back inside the castle the Doc was rather worried. The atoms of the nascent substance were growing at an alarming rate. Unless he managed to rectify the problem fast then something very bad was going to happen. He was quite sure what but he didn't really want to find out.

In a panic he started linking random atoms together. After a while they started to form their own molecules. It was working, they were stabilising. If he could keep it up he may just save the situation.

This is where you step in. Taking on the role of the scientist as he desperately tries to rescue himself from certain oblivion your task is to take the random atoms that you are presented with and connect them together to form complete molecules.

Each atom has one to four valences (connectors) that allow it to be linked to other atoms. For example an atom with three valences can be joined with three other atoms. The trick is to link all the atoms together so that there are no free valences. Simple stuff.

Things get tricky when restrictions are placed on your molecule building attempts. The most basic of these is time – you have to use up the atoms as fast as they are generated. Other problems come in the form of limitations on the number of atoms available, fitting the molecules into certain shapes and having some atoms fixed in certain positions.

The joker atom hasn't a fixed number of valences. All you have to do is place it at any point and it will mould itself to fit with the other atoms already present. Very handy in tricky situations.



OVERALL
SCORE
76%

A C T I O N I N F O

ATOMINO
PSYGNOSIS £25.99
TEAM: PLAY BYTE

Puzzle games are appearing in their multitudes at the moment, more every day. So how does Atomino compare to the competition? As is usual with Psygnosis the presentation is immaculate. Sound, graphics, intro sequence and packaging are all top notch. The gameplay is interesting and easy to get to grips with, although I feel the lastability is questionable. Atomino won't be causing a big stir in the games world but it is worth looking at if you are a puzzle fan after some molecule madness.

LEAGUE RATING

12 TRIVIAL PURSUIT
13 ATOMINO
14 LOGICAL

PUZZLE & QUIZ



As you turn a corner a huge dragon lumbers towards you bringing fear across the face of you characters. Should you fight or run? The choice is yours, but make it quick!



There are many ancient artifacts just waiting to be found, and each should help you and give you clues to the mystery of the Dragonspine Mountains.



Red Dragons assail your party breathing scorching flames into the midst of the battle. Will you be able to take them out or will you end up as a six course meal?

Secret of the Silver Blades

ROLE PLAYING



For many years now you had rested, with the weapons that had brought you fame hanging on the walls of your home as memories of times past. But something now yearns within you and your friends, and the taste for battle is once more rekindled. But unbeknown to you, adventure is already brewing.

The frigid valleys of the Dragonspine Mountains echo with the desperate plea of petrified miners. Unwittingly digging in unhallowed ground, they have unearthed an ancient vault and released the horde of terrible creatures. Using a Well of Knowledge they have called upon you, Heroes of the Forgotten Realms, to save them from this impending doom.

Now, it's been said quite frequently that the AD&D games by SSI are to similar to each other. Well, this maybe true, but the good thing is that they follow on from each other very well. So, rather than start with a new set of characters each game, you can simply port your party across from the previous game in the series.

If this is your first step into the role playing world of SSI don't fret because the game can be easily picked up

and there's an excellent rule book to give you the low down. New characters can be generated at the right level for the adventure that you will be participating in.

Secret of the Silver Blades is the fourth in the series of this type of adventure from SSI, so you'll be encountering some monsters that have not been used before. Fight giants, gorgons and dragons in an attempt to save the miners of the Dragonspine Mountains.

OVERALL
SCORE
87%

(Above) The Well of Knowledge can be a great help in the adventure, but is it just helping you get closer to your doom. There's only one way to find out.



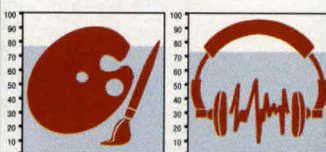
What could this evil apparition be revealing? Well, whatever is going on you can be sure that there's evil behind it, and by the looks of things a few dragons as well.

ACTION INFO

SECRET OF THE SILVER BLADES

U.S. GOLD £29.99

TEAM: SSI



If you've been sitting around twiddling your thumbs wondering when the next decent RPG is coming out, then wait no longer because Silver Blade is here. Following on perfectly from the last game in the series Silver Blade puts you (with your old characters if you want) back into action, battling new monsters that will take you to the limits of your role playing skills. RPG's are definitely getting better with each new release. At thirty quid it's a little pricey but a worthy buy, and one of the best RPGs around. If you miss this one then you're a fool.

LEAGUE RATING

1 MIGHT & MAGIC II

2 SILVER BLADES

3 CHAMPIONS OF KRYNN

ROLE PLAYING

048
AMIGA ACTION



FUTURESOF

14-15 Yarmouth Business Park
Suffolk Road
Great Yarmouth
Norfolk NR31 0ER
Tel: 0493 440005/0493 441194
(10 lines)

AMIGA and ATARI	After Hours Ordering Service	Complete Customer Care Only From Futuresoft	Mouse mats Dust covers Disk boxes Disks Joysticks also available	Personal callers welcome Please phone for availability
-----------------------	------------------------------------	--	---	---

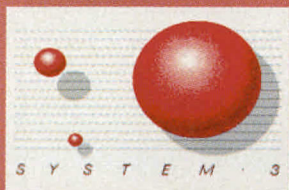
3D Construction Kit£36.99	Cybercon III£15.99	Gold of the Aztecs£15.99	Power Up£18.99
4D Boxing£15.99	Death Trap£15.99	Golden Axe£15.99	Predator 2£15.99
A10 Tank Killer£21.99	Defender of the Crown.....£8.99	Gunship 2000£18.99	Prince of Persia£15.99
ADS£15.99	Defenders of the Earth.....£8.99	Hard Drivin' 2£15.99	Railroad Tycoon.....£21.99
Air Duel£22.99	Demoniak£18.99	Hero Quest.....£15.99	Rick Dangerous 2.....£15.99
Alcatraz.....£15.99	Deterous.....£18.99	Horror Zombies£15.99	Robo Zone£15.99
Arachnophobia£15.99	Double Dragon II.....£12.99	Immortal.....£15.99	Robocop II£15.99
Armourededdon£15.99	Dragon Breed.....£15.99	Indy 500£15.99	Rocket Ranger£7.99
Atomic Robokid£15.99	Dragon Strike.....£18.99	Interceptor£15.99	Secret of Monkey Island.....£18.99
Awesome.....£15.99	Dragons Breath£18.99	Iron Man.....£15.99	Shad Beast 2.....£21.99
Back to the Future 3.....£15.99	Dragons Flight.....£18.99	James Pond£15.99	Shadow Dancer.....£15.99
Barbarian II (PSYG).....£15.99	Dragons Lair 2.....£27.99	Judge Dread£15.99	Sim Earth£15.99
BAT.....£18.99	Drakken£18.99	Kick Off II£15.99	Simulcra.....£15.99
Battle Command£15.99	Duck Tales£15.99	Killing Cloud£15.99	Sly Spy.....£15.99
Battle Master£18.99	Dungeon Master£15.99	Larry II or III.....£26.99	Speedball II£15.99
Battle of Britain£18.99	Dynasty Wars£15.99	Lemmings.....£15.99	Super Cars II.....£15.99
Beast Busters.....£15.99	E.F.t.P.O.t.e.m.....£12.99	Lost Patrol£15.99	Super Monaco£15.99
Betrayal£18.99	Eagle Rider£15.99	Lotus Turbo£15.99	Supremacy£15.99
Billy the Kid£15.99	Elf£15.99	M1 Tank Platoon.....£18.99	Switchblade II£15.99
Birds of Prey.....£18.99	Elvira£18.99	Magic Fly.....£15.99	Swiv£15.99
Blue Max£18.99	Emlyn Hughes Int.....£15.99	Mega Lo Mania£15.99	Team Yankee£18.99
Brat£15.99	Epic£18.99	Metal Masters£15.99	Test Drive II.....£15.99
Buck Rogers£18.99	Excaliber£18.99	Midnight Resistance.....£15.99	TMHT£15.99
Cadaver£15.99	Exile.....£15.99	Midwinter.....£18.99	Toki£15.99
Cadaver The Pay Off.....£9.99	Exterminator£15.99	Midwinter 2£18.99	Total Recall.....£15.99
Captive£15.99	Eye of the Beholder.....£18.99	Mig 29£21.99	Turrican£15.99
Carrier Command£8.99	F117A£18.99	Monty Python.....£15.99	Turrican II£15.99
Carve Up£15.99	F15 II£18.99	Moon Stone.....£15.99	Ultimate Ride.....£15.99
Centurian.....£15.99	F16 Combat Pilot.....£15.99	Myth£15.99	UMS II.....£18.99
Chaos Strikes Back.....£15.99	F19 Stealth Fighter£18.99	NAM£18.99	Viz£12.99
Chuck Rock.....£15.99	F29 Retaliator£15.99	Narc£15.99	Voodoo Nightmare.....£15.99
Cohort-fighting for Rome.....£18.99	Finale.....£15.99	Narco Police.....£15.99	Walker£15.99
Colditz£18.99	Fists of Fury.....£15.99	Navy Seals£15.99	Warlock£15.99
Commando War£15.99	Flash Dragon.....£15.99	Night Shift£15.99	Wings£18.99
Conqueror.....£15.99	Flight of Intruder.....£18.99	Ninja III£15.99	Wolf Pack£18.99
Corporation.....£15.99	Flood£15.99	Nitro£15.99	Wonderland.....£18.99
Cricket (1 meg)£18.99	Genghis Khan£21.99	Populous£15.99	Wrath of the Demon£18.99
Crimewave£15.99	Gettysburg.....£15.99	Power Monger£18.99	
Cruise for a Corpse£18.99	Gods.....£15.99	Power Monger Data Disk.....£9.99	

0.5 upgrade £29.99 0.5 upgrade + clock + Kick Off 2 £35.99 0.5 upgrade + clock + Champ of Krynn £39.99 1.5 upgrade £84.99	3.5" External Drive Through port connector. Enable/disable switch 880K formatted, Quality drive mechanism 12 month guarantee £59.99	Naksha Upgrade Mouse 280 dpi resolution 2 year guarantee includes :- mouse mat, mouse holder, Operation Stealth £22.95	Naksha Hand Scanner 400 dpi 32 Grey shade hand held scanner Only £149.95	A500 Expansion Stand Fits on A500 Monitor sits on top Easy access to mouse & joystick ports Shelf for external drives Only £39.99
---	---	---	---	---



Some titles may not be released at time of going to press.
Cheques/Postal Orders made payable to "FUTURESOF"
Small charge made for Credit Card use (add £1.50 P&P per item)

Big Birthday



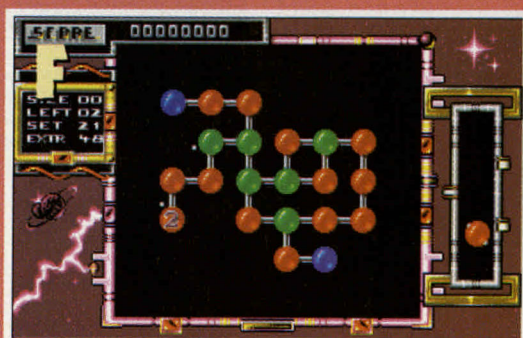
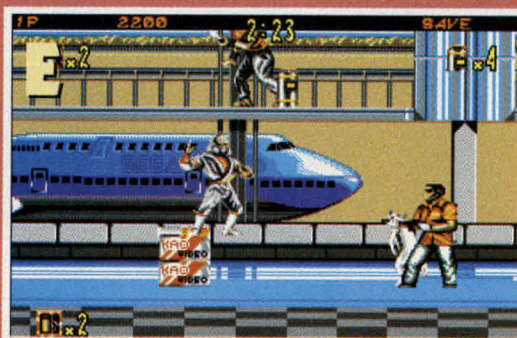
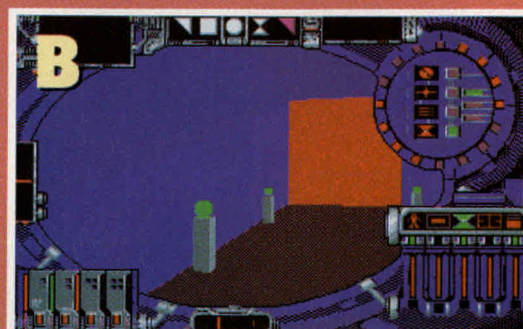
As you may already know, Amiga Action is now two years old. Happy Birthday! Over the past 24 months we have bought you the best reviews of all the latest software for the Amiga, and we will continue to do so for the next 24 months as well.

We couldn't let such a momentous occasion go by without doing something special. Obviously a competition of likes never seen before would have to be organised. But what could we offer as a prize?

After considering various holidays, fast cars and a big cash prizes we whittled it down to all the software from last year. Brilliant! But then inspiration struck: last year's games are all old and people will already have them. Why not look to the future? So after a quick chat with some happy Public Relations bods from various software houses we have come up with a prize to end all prizes.

The first prize winner will receive ALL the software releases from System 3, US Gold, Gremlin and Psygnosis for the next year. That's every single game that they produce until the third birthday issue of this fine magazine. Assuming that each has a new release every month you will receive a grand total of 48 brand new games!

In addition to this there will be five runners-up prizes. These lucky people will each receive the latest release from the software houses mentioned above. What more could you want? A Porsche would be nice but you wouldn't have the time to drive it if you were playing the latest games all the time.



SMASHING, SUPER, GREAT. NOW LOOK WHAT YOU CAN WIN

A year's worth of releases from four of the most prestigious software houses around can add up to a big pile of games. So here is a quick run down of what is planned at the moment.

- For the immediate future System 3 have Myth and Ninja 3. In the pipeline for later in the year is Silly Putty and a whole host of other products that are so secret we aren't allowed to tell you about them (in fact they won't even tell us!)
- Psygnosis have quite a lot planned for the next few months.

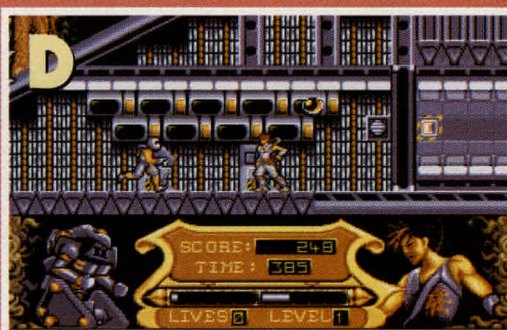
Amnions will be hitting the streets any time now. Lemmings data disks and construction kits will be out sometime before Crimbo with Lemmings 2 appearing late next Spring. Other products include Leander, a platform game going by the working title of Infiltrator, a futuristic motorcycle racing game and last but not least, the long awaited Aqua Ventura.

- Gremlin are also working hard at the moment. Starting with Lotus Turbo Challenge 2 they have a long line of future

releases that include Utopia, Daemongate, Harlequin, Videokid, Jellybean, Flag, and finally Suspicious Cargo.

- Final Fight is to be the next release for the Birmingham based company, US Gold, closely followed by The Godfather film licence. Being the UK distributor for Delphine and Lucasfilm you can expect to receive their releases which include Indiana Jones 4, Monkey Islands 2, Secret Weapons of the Luftwaffe and Cruise for a Corpse to name just a few.

GIVEAWAY!



TIE-BREAK

In addition to the main questions you must also complete the tie-breaker outlined below.

The prize for the competition is, as you know, a massive pile of games. All of these games have to start somewhere and that is in somebody's imagination.

So we want you to design an original game that you would like to see released in the future. Listings of machine code isn't necessary, just a description of the basic concept and a few sketches of the sprites.

Your idea should fit on a single A4 sheet of paper and be attached to the entry form below with the answers to the main questions written on it.

SO WHAT'S THE SCORE?

To get your hands on all the goodies you have to complete these simple tasks. Take a peek at the screen shots that adorn these pages. They are taken from the above companies' previous releases. All you have to do is decide what game is depicted and find the score that Amiga Action awarded it.

For example, you may think that screen A is Switchblade and that we gave it 84%. If you are a dedicated AA reader this should pose no problem at all. If not you're going to have to get hold of some back issues pretty quickly.

When you have made your decisions fill in the form (don't forget your name and address) and send it off to us. The closing date is the 30th November 1991 so get your skates on. Our address is:

Games for a Year Compo, Amiga Action, Europress Interactive, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

LOADSA GAMES!

I think game...

A is:..... and it scored: E is:and it scored:.....

B is:..... and it scored: F is:and it scored:.....

C is:..... and it scored: G is:and it scored:.....

D is:..... and it scored: H is:and it scored:.....

Name

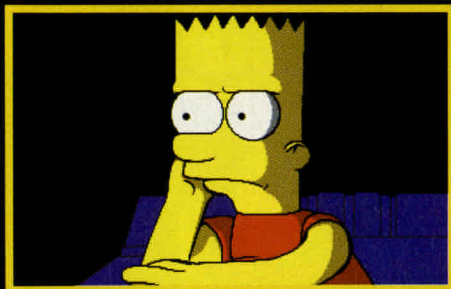
Address

.....

.....

.....Post code

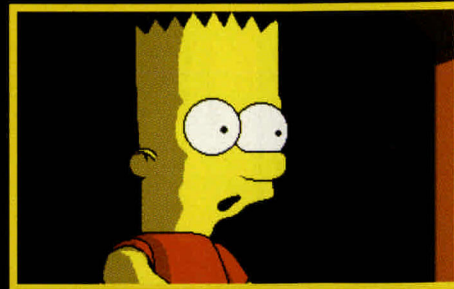
PANIC ON THE STREETS OF SPRINGFIELD



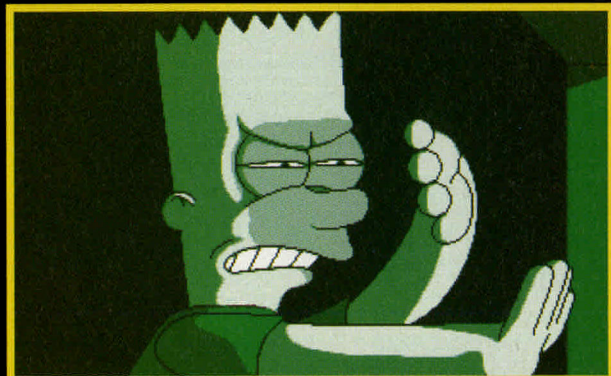
It's a peaceful night in Springfield and poor old Bart is extremely bored. With his hand positioned firmly under his chin, he contemplates his next move.



Looking out over the garden through his bedroom window, he fails to excite himself in anyway and hopes that very soon, something out of the ordinary will happen.



Suddenly, his prayers are answered. Before his very eyes, an unidentified flying object soars through the night sky and positions itself above Bart's garden.



Covering the white of his eyes, Bart remembers his cool dude shades were on the bed behind him. Scrambling for cover, he grasps his shades and climbs back to the window.



Placing the shades over his eyes, he sighs with relief as through the hazy green light, his sight began to recover. Fortunately, the space craft remains in position.



At first he thinks his eyes reality - several mutants innocent civilians.



The spaceship disappears as fast as it arrived. The mutants simply merge in with the rest of the people passing by. Bart remains and gathers his thoughts.



Without any consideration for his own safety, he leaps from his bedroom window and sets out on a mission to save the world. Well, Springfield anyway!

The Simpsons Bart vs the Space Mutants



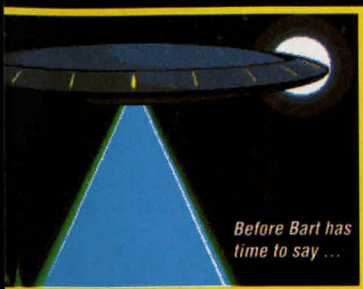
ARCADE ADVENTURE

in 1990. Wherever you go, whatever you do, it's guaranteed that you'll see Bart somewhere.



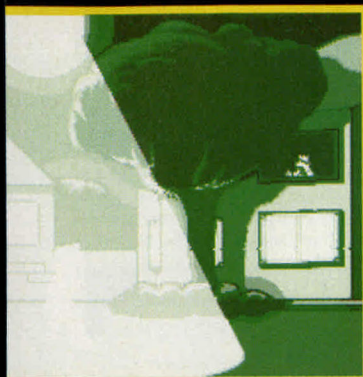
Bart Simpson is one of those irritating characters who appears everywhere, just like the Turtles did in 1990. Whether it be in a shop window, on the television or on the toilet roll you're just about to introduce to your pristine bottom, you can be sure of his presence.

Apart from his records though,



Before Bart has time to say ...

"Hey! My name's Bart Simpson, who the hell are you?", a bright green light appears from the floor of the craft.

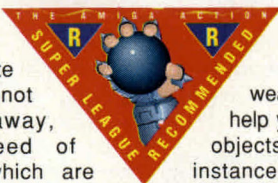


deceive him, but soon his dreams become from outer space, disguised to look like



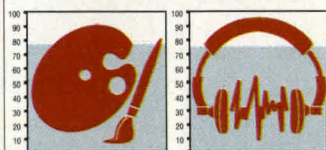
which are of course naturally crap, the actual cartoon is quite enjoyable. But let's not get too carried away, because this breed of unidentified aliens which are slowly taking over Springfield may well wipe Bart and the rest of his spiky haired friends off the face of the Earth for good. With any luck they'll succeed, but for now, let's concentrate on saving the innocent people of Springfield. (Something tells me that Pete isn't a fan of Bart - Ed.)

It goes without saying that you take control of Bart who is the only person in the world who can distinguish between a mutant and a human. You can do this simply



ACTION INFO

THE SIMPSONS OCEAN £25.99 TEAM: ARC DEVELOPMENTS



Usually, games with a massive licence are unfinished, bugged and generally, sub-standard products. Therefore, I didn't really expect anything special from this offering. However, I must admit to being totally deceived. To begin with you've got a stunning intro sequence which takes up a full disk. This sets the scene perfectly for what is a cute and fairly addictive arcade adventure style game. If you're into Bart Simpson, it'll definitely appeal. If not, ignore the hype and play the game.

LEAGUE RATING

30 B.A.T

31 THE SIMPSONS

32 DEATH TRAP

ARCADE ADVENTURE

by wearing the X-ray specs which can differentiate between the two races. Somehow, you must convince the rest of Springfield that your sightings are true and hopefully get the backing from the rest of the family.

To achieve this you must jump on the heads of civilians to reveal the mutant inside. Each time you get one, a letter in the name of one of the Simpsons is revealed and when it's completely spelled out, that family member will help you combat the end-of-level guardian.

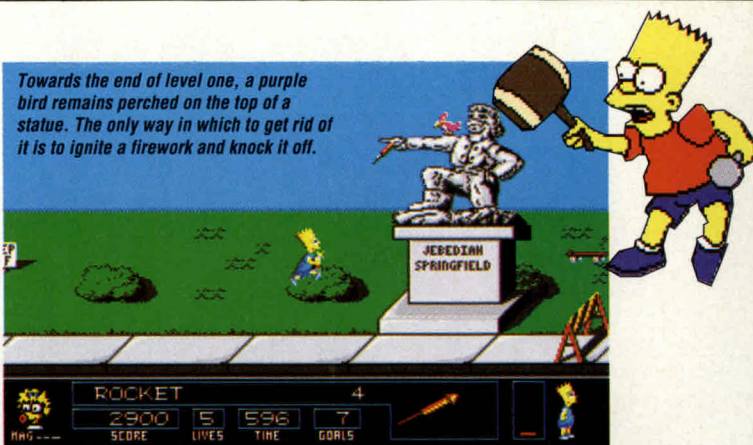
However, this is not the only problem you face. The mutants are determined to conquer the world and they're building a machine to prove it. To construct the ultimate weapon they've targeted various goals in the street that can be used. You must find some way in which to destroy, hide or re-colour them.

Upto three weapons can be used to help you, and various other objects can be bought. For instance, the spray paint will colour everything red and, therefore, confuse the aliens who are looking for purple objects.

The addition of object manipulation helps to give the game an arcade adventure feel. Otherwise, you've effectively got a horizontally scrolling play area with a few platform and shoot 'em-up elements thrown in for good measure. Oh and Bart Simpson as well!

OVERALL
SCORE
78%

Towards the end of level one, a purple bird remains perched on the top of a statue. The only way in which to get rid of it is to ignite a firework and knock it off.



The mutants work through the night in an attempt to build a world beating machine. Unfortunately, their latest offering failed to perform, so it's back to the drawing board.



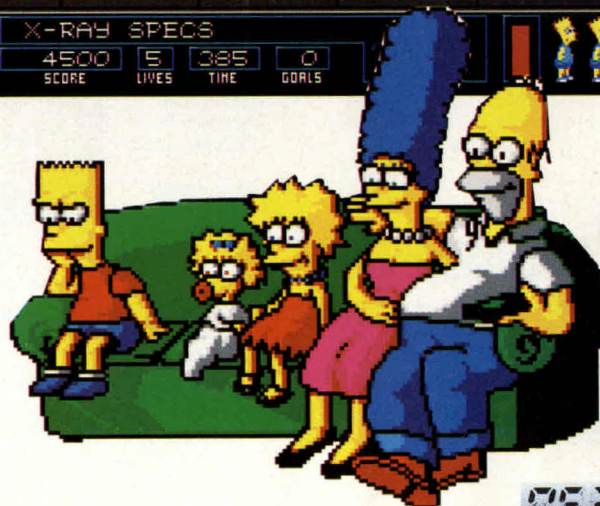
There's only one pair of X-ray specs in the world, and they belong to the one and only Bart Simpson. These allow him to distinguish between humans and mutants.



The best way in which to cover up the colour purple is to paint it red. A spray can solves that problem, but how the hell will Bart scale that building to reach the plant pot?



At the end of each level, a fearsome guardian lies in wait. Fortunately, you've revealed all the mutants, so Maggie has come to your assistance.



Acarde Trivia Quiz

(Below) All three contestants are displayed in the top corner of the screen and their expression reflects their success or failure.



(Left) As you move up the pyramid you can choose which subject the question will be based upon. However, the last row only contains one card, so you'll have to hope it's a subject you know well.



Up to three players can participate in the Trivia Quiz a game that boasts thousands of testing general knowledge questions. There are six different question cards: Art and Literature, Science, Music, Film and Television, Sport, History and Geography.

A randomly chosen set of cards is dealt on the screen to form a pyramid. Your main aim is to make it all the way to the top of the pyramid by answering the various questions within the given time

limit. Each layer of the pyramid, apart from the top one, gives you a choice of question card.

An incorrect answer means you have to either restart the pyramid or continue at the cost of one credit. Financial success improves as you answer more questions or, if you manage to answer all the questions right the way up, you're given a chance at the cash run. A series of quick fire questions need to be answered in order to win the big money prizes.

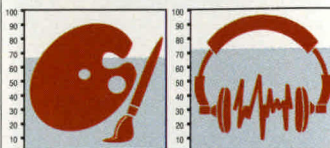
OVERALL SCORE
70%

ACTION INFO

ARCADE TRIVIA QUIZ

ZEPPLIN £7.99

TEAM: I. COPELAND & D. TAYLOR



I've always found quiz games quite addictive and Trivia Quiz is no exception. Overall it's generally a very simple game, and there are a few annoying quirks such as being asked to select a card when there's only one card to choose from. Apart from this though, if you're into quiz games, you won't find a cheaper one than this.

LEAGUE RATING

31 Pictionary

32 ARCADE TRIVIA QUIZ

33 HOYLE'S BOOK OF GAMES

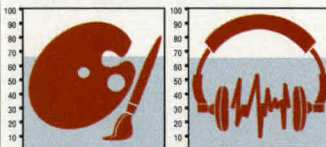
PUZZLE & QUIZ

ACTION INFO

STACK UP

ZEPPLIN £7.99

TEAM: J. PARR & D. TAYLOR



Tetris is still the most addictive puzzle game available and Stack Up comes nowhere near to changing my opinion. It's also obvious that this puzzle game gains many of its influences from Tetris. Its only saving grace is the price. However, with so many cut-price versions of Tetris around I'd think twice before buying this.

LEAGUE RATING

34 MIKE READ'S POP QUIZ

35 STACK UP

36 SPORTING TRIANGLES

PUZZLE & QUIZ



Stack Up



Even after all these years, Tetris still remains the most addictive puzzle game. Many new releases have adopted the basic game design behind Tetris and attempted to jazz it up a bit.

Stack Up is the latest attempt to take the throne and a very

The best lines to get are either horizontal or diagonal, simply because the objects above move down and create the space for more falling objects.



cheap attempt at that. The extremely low price will no doubt guarantee its popularity.

The aim of the game is simple: guide the falling groups of blocks so that they form a straight line of more than three of the same object. Once one of these stacks is formed, the objects disintegrate and the blocks above fall into the vacant space that results.



If an object stops at the top of the screen the game is effectively over. Luckily though, you do get several credits so you can continue on the same level.

The blocks can be manipulated as they fall. Rotating, swapping and sliding sideways allow you to fit the shapes into the pattern easier.

If your stack reaches the top of the screen, the frame is declared void and the game ends. If however, you reach the target number of lines, you'll automatically progress onto the next level.

OVERALL SCORE
61%



As you progress through the game, you can select various playing blocks including weather symbols, road traffic signals, food symbols and outer space signs.



KARN THE BARBARIAN....



Take it up to 2½ megs

Amiga A500 2 meg expansion

Here at last is the memory expansion board you have been waiting for! The V2000 will give you up to 2 megabytes of additional fast RAM.

The V2000 can be expanded in ½ meg stages, from ½ meg to 2 megs, and it represents the best value for money available.

- * Compatible with Kickstart 1.2 and 1.3
- * Real-time clock/calendar
- * Top-quality gold-plated connector
- * Memory disable facility
- * Plugs into slot under your A500 (no soldering required)
- * Comes with full instructions
- * Helpline available



A UK COMPANY

£104.95

inc VAT P&P

Introductory price for full 2 meg expansion

V500 512K extension without clock	£22.91
V501 512K extension with clock	£27.61
(chip RAM configurable with Fatter Agnus)	

Also available (phone for full range):

V2000 board only	£37.95
V2000 + 0.5 meg	£53.95
V2000 + 1.0 meg	£70.95
V2000 + 1.5 meg	£87.95

RAM chips per ½ meg set (compatible with A590)	£18.59
---	--------

Sound Demon (quality stereo from your Amiga)	£44.96
---	--------

Kickstart 1.3	£28.40
---------------	--------

Disks (3.5" & 5.25")	35p each (+P&P)
----------------------	-----------------

Full range of software available. Phone for details

Yes. Prices include VAT & Delivery



credit card+3.5%

Virgo Developments Ltd, Sapphire House, Fishponds Road, Wokingham, Berkshire, RG11 2QJ.

Tel: 0734 890588 Fax: 0734 891646

Same day despatch. 24-month guarantee. Commodore registered Amiga developer.



credit card+3.5%

Gunboat

ACTION INFO

GUNBOAT
ACCOLADE £29.99
TEAM: TOM LOUGHRY



Gunboat is a novel idea and one I admit to having never seen before. The game begins well and it succeeds in creating a suitable atmosphere. The various missions also ensure that long term interest remains. It's just unfortunate that the slow and cumbersome gameplay lets down a well designed game. For instance, the 3D graphics update slowly, the enemies approach at a similar rate of knots and when you switch battle stations it takes quite a while for the new screen to be drawn. An interesting idea, let down by poor execution.

LEAGUE RATING

13 WOLF PACK

14 GUNBOAT

15 HUNT FOR RED OCT.

LAND & SEA SIMS

LAND AND SEA SIM



For three decades, the US Navy has made great use of its river patrol boats, in a hostile and claustrophobic war. The rivers of Vietnam are dominated by gangs of Colombian drug lords, the troops of a deposed dictator and the renegade Viet Cong. They're all out there, lying in wait around every corner. The rivers need constant attention.

The US Navy has recently drafted you to river patrol and this gives you the opportunity to take full control of a 30-foot vessel crammed full of firepower. You begin the game as a third petty officer and must complete a practice mission in order to prove your worth.

Before taking on a mission, you can opt to practice any part of the game you wish with a standard computer setup boat. If you wish, the computer can also set up the boat for a mission, but this doesn't always go down too well with your superiors.

The game is played from a first person perspective, viewed from no less than four battle stations. The lower half of the screen is dominated by a control panel and the upper half displays the outside

world in full 3D. A single keypress will take you to any battle station.

Controlling the boat is achieved using either the keyboard or joystick, or a combination of the two. Obviously, if you're controlling a gunner it would be very difficult to navigate the boat at the same time. To overcome this problem you can instruct other members of the crew to perform various tasks.

A mission begins off the coast of Vietnam. The required destination is highlighted by an arrow on the map so it's very

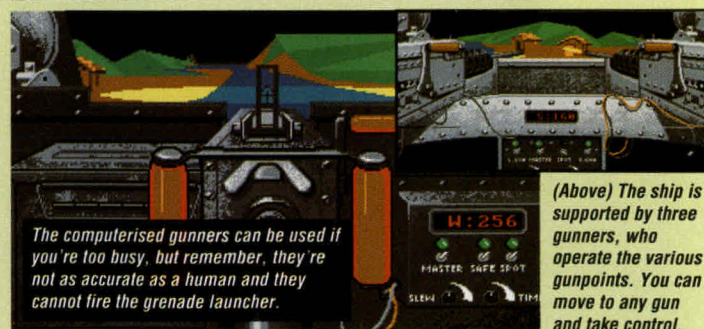
simple to guide the boat to the heart of the mission. Guiding the boat up the river is a dangerous job, as enemy soldiers, mines and other obstacles will all attempt to hinder your progress.

The missions come in various shapes and sizes and the difficulty level varies depending on your own experience and success in previous encounters.

OVERALL
SCORE
73%



When selecting weaponry for your boat you must take into consideration the type of targets you're likely to encounter in the mission.



The computerised gunners can be used if you're too busy, but remember, they're not as accurate as a human and they cannot fire the grenade launcher.

(Above) The ship is supported by three gunners, who operate the various gunpoints. You can move to any gun and take control.

ALL ABOARD THE SKYLARK



- 1) Steel bulkhead
- 2) Port/Starboard fuel gauges
- 3) Water jet direction indicator
- 4) Port/Starboard tachometers
- 5) Radar screen
- 6) Clock
- 7) Slow rate
- 8) Port/Starboard engine switches
- 9) Main power switch
- 10) Time compression
- 11) Boat heading
- 12) Port/Starboard engine throttles



Three different maps are available and each can be used to identify prospective targets. The required destination is always highlighted by a large arrow.



AND THE QUEST FOR BLOOD....



CREDIT CARD HOTLINE : (0908) 274819



Accessories

0.5 Meg upgrade with clock.....	£29.99
0.5 Meg upgrade no clock.....	£26.99
1.5 Meg upgrade (megaboard).....	£99.99
1.5 Meg.. Attaches to the existing 0.5 meg ..	£69.99
upgrade with the four chip comes with instructions and full warranty	

Mouse Mat.....	£2.99
3.5" Cleaning Kit.....	£2.99
3.5" 80 Capacity disk box	£6.99
3.5" 40 Capacity disk box	£4.99
Amiga Dust Covers.....	£3.50

Blank Disks 100% guaranteed
All disks come with labels
10 disks £4.99 25 disks £9.99

Software at silly prices £3.99 each or 3 for £10

Captain Blood
Drum Studio
Extensor
Eagles Nest
Amegus
Gladiators
Outlaw
Hollywood Poker
Joe Blade I or II
Warlords
War Machine

(Free game offer ends September)

MUSIC

554	MC Hammer
511	Pump up the Volume •
678	Kicksquad •
449	Do the Bartman
745	Vanilla Ice (2 disks)
712	Jesus loves Acid
361	Betty Boo
337	Erasure Mix
689	Technotronics
508	Madonna Rescue Me
860	Alien Nation
863	Debbie Gibson (2 disks)
903	Heavy and disco
904	Jasper Carrot
534	Bartman music (2 disks)
439	Freddy Krueger mix v.2
517	Genesis Land of Confusion
108	Heavy Metal music
501	Laurel and Hardy (2 disks)
510	Suicide Blonde (2 disks)

PD GAMES

452	Bart Simpsons game
647	Gunslinger •
748	Alpha flights
649	Wheels of Fortune
478	Tennis •
446	Middle East Mania
882	Property Market
493	Quiz Master
245	Holy Grail Adventure
914	Madonna Puzzle Game

UTILITIES

746	Red Sector Demo Creator
532	Spectrun Emulator
506	ST Emulator
359	C64 Emulator
362	57 Utilities
698	Future Composer
188	Games Music Creator
482	Simple Accounts
691	Uedit Wordprocessor
580	Quickbase/Mailbase
753	MED 3.10
558	Tetra copier
682	Slideshow const. kit demo
590	MCad
563	Mandle brot
503	Disk Magazine designer
884	Disk Master V.3
878	Peopletree (Family Tree)
869	Electrocard •
868	Prelude utilities
892	Family History database
898	Demolishers 175 utilities
901	Demo creator utilities
896	PCS Utilities
917	PCB designer
862	Razor 1911 utilities
255	A-render 3D raytracing
785	Catch 22 utilities
624	Cryptic 17 (over 50)
105	Bootblock utilities
638	Pro tracker
783	Workers utilities vol. 4

ANIMS/SLIDES

677	Ed 209 Movie •
700	Madonna Slides (3 disks)
497	Creepshow
382	Direct Animation •
360	Neighbours Slideshow
676	Exploding Eyes (2 disks)
706	Space animation •
706	Space Chase animation •
707	Magician & Juggler V. 2 •
710	Flight animation •
788	Nightmare Elm St. (2 disks)
627	Iron Maiden slideshow
533	Madonna and Friends
883	Dogfight animation
894	Terrendo sculpt 4D

DEMOS

740	Simpsons demo (decay)
890	Pogo cartoon demo
891	Coyote (Roadrunner II)
895	Terminal/Latenight
738	Phenomena mega demo
737	Looney tunes
560	Robocop 3 demo
646	Iraq demo
688	Madonna cartoon •
465	Bruce Lee demo
686	Franklyn the Fly demo
670	Simpsons Nosepicker
199	Batman cartoon demo

XXX (ADULTS ONLY)

186	Party Games
400	Sex Machine Game
916	Mystic Puzzle Game
141	Bedroom Olympiad
326	Sexvens
453	Bra Busters
193	Showering Girls •
147	Mad Porn
820	Swedish Erotica
823	Neighbours
813	Sosy Show
805	Girls, girls, girls
803	Twisted Dreams Jubilee 6
801	Bathing Beauties (2 disks)
734	Digimovie 1
728	Uncle Pervie vol. 1
567	Playboy (2 disks)
807	Escort and Fiesta
798	Jack the Nipper
127	OOH its obscene II
175	OOH its obscene III
429	West coast girls
441	Horny House 1
454	Byte Blasters
172	Yes its mental too
143	Melvin Movie
196	Safe Sex
149	Twisted Dreams
302	Wizzcats Comic srt
455	Bob Snakes
799	Sick and Sexy
.....Mystic Movies vol.1 - 12	

* 1 FREE!! PD disk of your choice from this advert with all orders

* Prices of disks : 1 - 10 disks £1.50 each

Over 10 disks 99p each

Please note: 2 disk demos count as a two disk price

* Postage Free with all orders over £5

Orders under £5 please add 99p postage, thank you.

FREE!!

Delivery service
in the Milton
Keynes Area
with all orders
over £20
Cash on Delivery

Catalogue Disks 75p each or free with all orders (updated monthly, over 924 demos available)

Note : • = 1meg only demos. Please make cheques or postal orders payable to : C.L.S.

Please send you order to the following address : C.L.S. Dept. A/A, Denbigh House,
Denbigh Road, Bletchley, Milton Keynes, MK1 1YP

SWAPPERS WANTED !! Send your list for ours.

FREE !!! DELIVERY
In the Milton Keynes area
(Cash on Delivery)



Most of the Hurricane and Spitfire missions require you to defend ground targets and take out enemy bomber formations. However, the bombers do have fighter escort.



One of the additions to the mission disk is that Bf109's can carry bombs. Here we see a Bf109 flying towards a runway which it has been instructed to bomb.



There is a total of 23 missions on the data disk and these encompass all of the fighters used. They vary in difficulty and some are nigh impossible.

Their Finest Missions

FLIGHT SIM

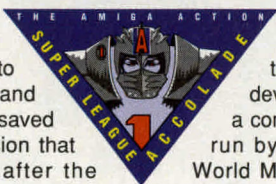


Lucasfilm have built themselves quite a reputation with a string of success over the last four years. Two of their most memorable releases were Battlehawks 1942 and Battle of Britain and now the mission disk has arrived for the latter game.

Battle of Britain recreated the conflict that took place over the skies of England between the Luftwaffe and the RAF during the

summer months of 1940. Although the RAF were stretched to their limits, the skill and bravery of the pilots saved Britain from an invasion that was to take place after the Luftwaffe had claimed supremacy in the skies. Fortunately, this did not happen and the Luftwaffe's strength of numbers was severely damaged.

Their Finest Missions contains 23 new flight missions as well as



several experienced pilot logs. Many of the flights were developed by finalists in a competition in the States run by Computer Gaming World Magazine. The others were written by Greg Hammond who created the missions for the original game.

Each of the planes that took part in the Battle of Britain have an individual mission. They range from very easy to impossible although most contain a 50:50 chance of success.

So what's new? Well, nothing really. There are no real major additions apart from evening flights where the sun turns orange and a mission where you pilot a Bf 109 carrying a bomb. There are more planes involved in the dogfights which was a problem with the missions contained within the original game.

German bomber missions now contain more targets than before. Instead of bombing just one target, there are now three of four which must be hit. They are invariably close to each other so there is no fear of running out of fuel and crashing.

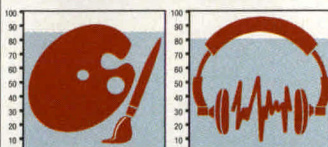
OVERALL
SCORE
86%

ACTION INFO

THEIR FINEST MISSIONS

LUCAS FILM £15.99

TEAM: LUCAS ARTS



Although Battle of Britain is one of our favourite games we weren't really sure whether the release of Their Finest Missions was justified. Sure, it's great to have plenty of new missions. But what is the point of releasing a data disk when there is a mission builder already included with the original program? It would have been nice to see a few new additions to the program – a different coloured sun is not really an extra. Still if you are a fan of Battle of Britain, Their Finest Missions should make a nice addition to your own creations.

LEAGUE RATING

4 F-19 STEALTH FIGHTER

5 FINEST HOUR & DATA DISK

6 RAJ

FLIGHT SIMS

A STEP BACK IN TIME



- A) GUN TARGET SIGHT
- B) COMPASS INDICATOR
- C) ALTIMETER
- D) FILM CAMERA
- E) FUEL INDICATOR

- F) DAMAGE INDICATOR
- G) INDICATED AIRSPEED
- H) RPM GAUGE
- I) BOMB INDICATOR
- J) FLAPS HANDLE



One of the German missions requires you to fly a Bf 109 with a bomb and destroy three targets that include two runways and a radar station. This mission is a first for the Battle of Britain game.

DEATHBRINGER



Demon has been willingly trapped in a magic sword called Deathbringer.

Deathbringer was created by a committee of evil wizards in order to destroy Karn the Barbarian, who up until now has thwarted all the wizards' plans.

As fate would have it, the sword has fallen into the hands of Karn himself, and together they set out to kill the wizards, leaving death and destruction in their wake...

- 30 inter-connecting levels
- Horizontal scrolling to 20 screens per level
- Each level offers the option to exit and proceed to a new level in either direction
- Colourful and detailed backdrops
- Multi-speed parallax scrolling
- * • Over 600 scenes to explore
- * • 2 Megabytes of graphics
- * • Animated backgrounds
- * • 64 frame animation of hero
- * • Digitised sound effects
- * • 36 levels of "Perfect Parallax" with Parallax effective on every raster line.

Foes Include:

- Tree Creatures
- Cannons on Legs
- Stirges
- Dragons and trolls, trolls, trolls...
- * Not included on 8 bit versions

AVAILABLE ON IBM PC, AMIGA, ATARI ST AND COMMODORE 64.
4 THE STANNETTS, LAINDON NORTH TRADE CENTRE, BASILDON,
ESSEX SS15 6DJ TEL No. (0268) 541126 FAX No. (0268) 541125



WHO IS DARKMAN

?

DARE TO
FIND OUT ON...

0898 345 675

Hundreds of great prizes are available in the "WHO IS DARKMAN" Mystery Game based on Sam Raimi's major new film DARKMAN.

CD PLAYER, GAMES, CONSOLES, CASH, VIDEO FILMS, T-SHIRTS, POSTERS.

Calls charged at 33p per min. cheap rate. 44p per min all other times.
PHONE PROGRAM COMPANY, SHEFFIELD S1 4FS.

Darkman © 1990 Universal City Studios Inc.
All rights reserved. Licensed by Merchandising Corporation of America.

WE MUST BE MAD

Due to massive bulk buying and low cost advertising we can offer you THE BEST DISKS AVAILABLE AT THE MOST COMPETITIVE PRICES

3.5" DSDD DISKS FROM 31p INC VAT + LABELS For Qty's of 100+

Qty's below 100 @33p each; 250+ @30p each; 500+ @29p each
ALL DISKS CERTIFIED 100% ERROR FREE

SONY 3.5" 38p 3.5" DSHD.....65p
5.25" DSDD.....21p
5.25" DSHD.....36p
DSDD BULK

100 Capacity Disc Box.....4.25	50 Capacity Disk Box.....3.50
Mouse Pockets1.75	Mouse Mat2.25
Printer Stand4.25	Amiga/Atari Dust Cover2.95
Posso Box15.95	3.5"/5.25" Cleaning Kit1.95

Amiga 512K RAM Expansion with clock	24.95
Amiga/Atari External Drive (Zydec)	54.95

THIS MONTHS 200 3.5" DSDD DISKS SPECIAL OFFER + 2 x 100 CAP BOXES 66.95

Please add £3.35 p&p/next day £8.50. Cheques/POs to
PLC COMPUTER SUPPLIES (Dept AA)
11 Meakin Avenue, Clayton,
Newcastle, Staffs STA 4EY.

**TELESALES HOTLINE
0782 212970**





Navy SEALs

PLATFORM



SEALS — Sea, Air and Land. These are the men who make up the US Navy's elite force. Just recently,

they've successfully accomplished several tough missions in the waterways of Vietnam and Panama. They were also responsible for freeing American citizens held in Grenada and still found the time to take part in the recent action in the Gulf.

Now though, they must take on their most dangerous missions to date. Two, top secret missions which could only be accomplished

by a team of highly trained specialists. The first will take place in the Gulf of Oman,

where their main objective is to rescue the crew of a recently shot down helicopter. The location is secret and so is the whereabouts of the captives.

The second and final mission involves a trip to the worn torn city of Beirut, where a dangerous stockpile of missiles must be concealed before they get into the evil hands of terrorists.

Only the SEAL team have the

experience, power and military capabilities to take on two such daring missions. You take control of five SEAL personnel and hold the fate of innocent lives in Ocean's latest tie-in of the all action film Navy SEALs.

The two distinct missions are split up into eight separate levels. To complete a level you must plant detonators on all the Stinger missiles and leave before the current time limit expires.

Each level is made up of several screens and is a mass of platforms, ladders, crates, explosives and the extremely

vigilant enemy guards. I say vigilant simply because, unlike other games from this genre, the guards have a fair amount of intelligence and they also act incredibly human.

For instance, they don't just run left and right, they actually stand on the spot and twist their heads to survey the surrounding area. If they catch sight of you, they open fire, usually with a great deal of accuracy. Therefore, the best tactic is to approach with caution and make your move while heads are turned.

There are two ways in which to



A	C	T	I	O	N	I	N	F	O
					NAVY SEALS OCEAN £25.99 TEAM: J. MEEGAN & B. EARL				

Navy SEALs is one of those games that could have been excellent, but unfortunately, is let down by a few annoying quirks. For instance, I wouldn't expect a highly trained commando to jump off a couple of crates and lose half his energy. Apart from these few faults you've effectively got one of Ocean's best platform romps. The animation on the main sprite cannot be faulted and the graphics throughout are of a very high standard. Overall, a competent attempt, yet very frustrating in places.

LEAGUE RATING

17 PREHISTORIK

18 NAVY SEALS

19 EDD THE DUCK

P L A T F O R M

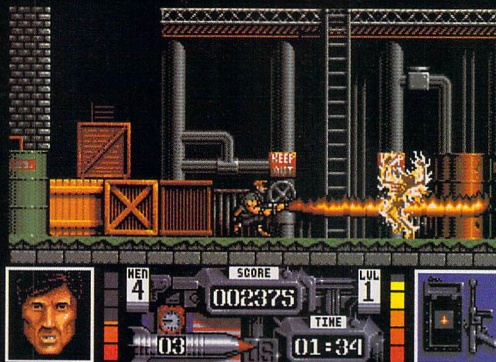
SEALS — SEA, AIR AND LAND



AMIGA ACTION



Mission one begins when you come ashore at the harbour of the terrorist base. Each of the Stinger missiles needs to be detonated before you leave this level.



The flame thrower is a lethal weapon and converts most guards into a pile of ash. It's also a silent weapon and doesn't attract the attention of other guards.



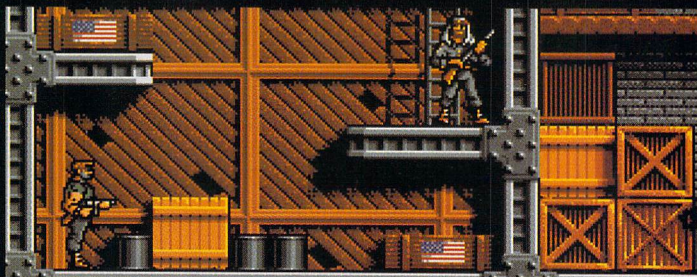
The lift shaft on level two has a ladder running down the middle, so it's possible to get around without the lift. Ensure though, that the lift has already passed.

kill the guards. The first is to simply dive in and knife them. Although this method is effective, it does consume a lot of energy. The best way in which to kill them, is to pick them off from distance using a weapon.

You start the game with a hand gun, but this can be replaced by a number of weapons found in specific crates. The first pickup weapon is an M-16 assault gun, which in general, is not much of an improvement over the pistol. Moving up the ladder, there's the flame thrower, which is certainly powerful, yet fairly expensive. The best weapon is by far the rocket launcher, which wipes out the contents of the entire screen. However, ammunition is very limited.

Control is achieved using the joystick and you've got various moves at your disposal. Being an agile lot, these guys can do more than just run and jump. By pushing up on the joystick, you can grab on to a platform and swing or pull yourself up. This is a very good move for creeping up on the enemy, as they very rarely expect you to appear from below.

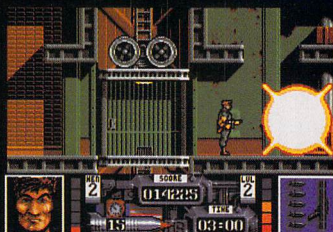
OVERALL
SCORE
80%



Most of the guards simply stand on the spot and fire only when they've spotted you. The best thing to do is to sneak up behind them when they're looking in the opposite direction.



Destroying the communication tower on level two ensures that the enemy reinforcements will not be summoned. You must then escape to the barracks.



The most powerful weapon is the awesome rocket launcher. When it's fired, every guard on the screen is wiped out. However, you only have five rockets at your disposal.



The lift provides easy access to all parts of level two. Unfortunately though, you'll probably waste a lot of valuable time waiting for it to arrive.



The extra weapons can be found in crates and are revealed by shooting them open. On certain levels, such as this one, you're spoilt for choice.

PICK A WEAPON

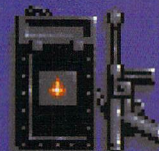
PISTOL



FLAME THROWER

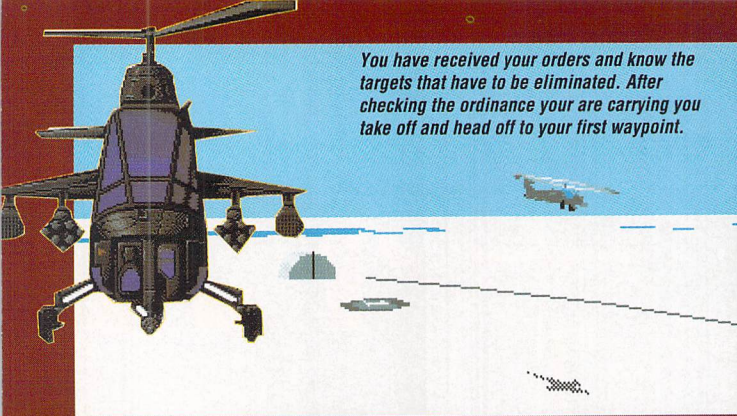


M-16 MACHINE GUN

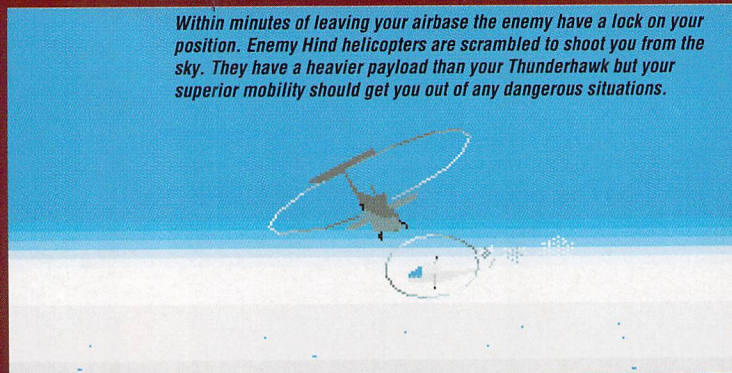


ROCKET LAUNCHER





You have received your orders and know the targets that have to be eliminated. After checking the ordinance your are carrying you take off and head off to your first waypoint.



Within minutes of leaving your airbase the enemy have a lock on your position. Enemy Hind helicopters are scrambled to shoot you from the sky. They have a heavier payload than your Thunderhawk but your superior mobility should get you out of any dangerous situations.

Thunderhawk

HOW TO FLY IN ONE EASY LESSON

The pilot of a helicopter has three basic controls: the collective pitch, cyclic joystick and anti-torque rotor controls.

The collective pitch controls the power from the engine and the amount of climb generated by the rotor blades. Increasing the angle of the rotors also produces more resistance on the blades meaning more power is needed to keep them from stalling.



If you imagine the rotors as a spinning disc above the chopper the cyclic will change the tilt of it. Push the cyclic forward, the disc will lean forward and some of the lift the rotors generate will be translated into forward motion.

While all this is happening the tail rotor counters the forces generated by the spinning main blades. The anti-torque controls adjust the amount by which this happens, in effect spinning the helicopter around. If the tail rotor is damaged the whole machine will spin uncontrollably for a few seconds before plummeting to the ground (also uncontrollably).

Balancing all the controls will keep the machine airborne and moving in the appropriate direction. Fortunately the Thunderhawk has a sophisticated flight control computer which makes this task considerably easier.



FLIGHT SIM



In 1984 the AH-64 Apache attack helicopter entered service with the United States Army. The high technology equipment used in its design and the powerful weaponry it mounted meant that it ruled the battlefield.

Whether on the attack or defence it could repel attacks and launch its own counter-strike with the lethal stopping power of a true predator. Now it is 16 years on and its replacement is ready for action. Pull on your jump suit and grab your flying helmet, the AH-73 Thunderhawk is waiting for you to put it through its paces!

The Thunderhawk uses the information gathered from use of the Apache and improves on the performance of its predecessor. As its basic armament it mounts a 15mm three barrel rotary cannon. In addition to this it can carry a varied payload of missiles, bombs and rockets – every type of weapon needed to complete any type of mission can be mounted onto the helicopter.

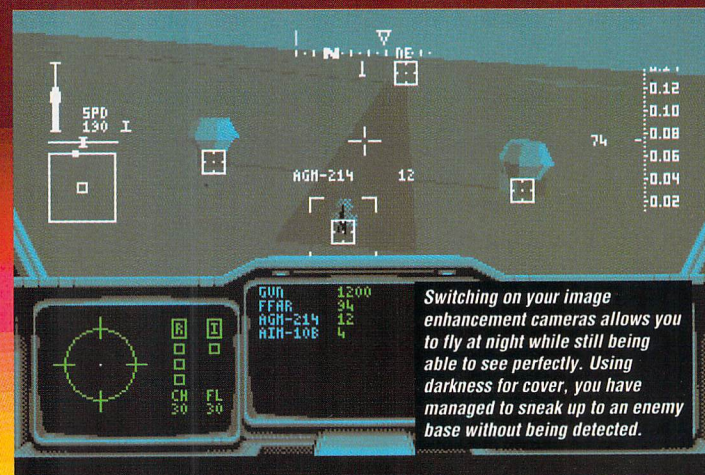
To complete the package a semi-intelligent computer control system handles damage reports, weapon selection and automatic targeting. The Thunderhawk is the most advanced weapon ever constructed. Its weak point is the pilot, you.

You are part of a Rapid Deployment Force called Merlin. Controlled by the United Nations you will be ordered to locations all over the world to defuse crisis situations before hostilities break-out and world peace is threatened. The six campaign areas that you will have to operate in are: Eastern Europe, Alaska, the Middle East, Latin America, Asia and lastly Europe. Each campaign is further split into 10 missions (totalling 60 overall).

After you are briefed on your next mission and given details on your targets it's off to the hangar bay to load your armaments. Previously you will have been given the run down on what your mission involves so the payload you use must be capable of destroying the threats you are likely to encounter.

OFFENSIVE WEAPONRY

AH-119 MISSILE WEIGHT 100 LBS. HEIGHT 100 LBS.	AH-119 MISSILE WEIGHT 100 LBS. HEIGHT 100 LBS.	AH-119 MISSILE WEIGHT 100 LBS. HEIGHT 100 LBS.	AH-119 MISSILE WEIGHT 100 LBS. HEIGHT 100 LBS.	AH-119 MISSILE WEIGHT 100 LBS. HEIGHT 100 LBS.
AH-119 MISSILE WEIGHT 100 LBS. HEIGHT 100 LBS.	AH-119 MISSILE WEIGHT 100 LBS. HEIGHT 100 LBS.	AH-119 MISSILE WEIGHT 100 LBS. HEIGHT 100 LBS.	AH-119 MISSILE WEIGHT 100 LBS. HEIGHT 100 LBS.	AH-119 MISSILE WEIGHT 100 LBS. HEIGHT 100 LBS.



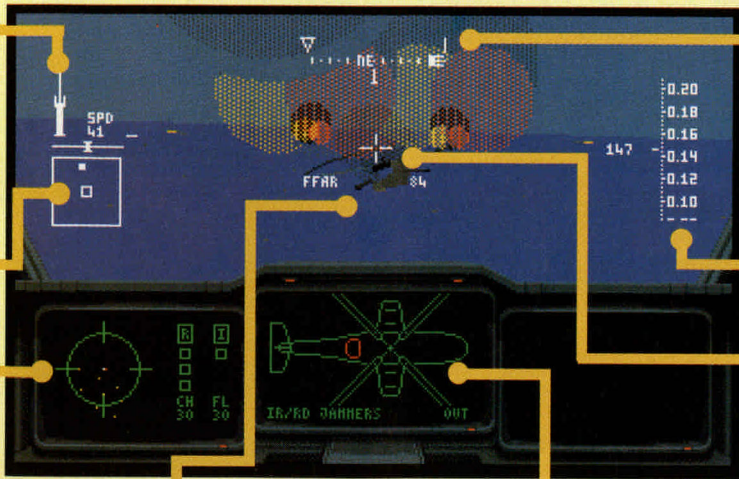
Switching on your image enhancement cameras allows you to fly at night while still being able to see perfectly. Using darkness for cover, you have managed to sneak up to an enemy base without being detected.

CHOPPER CONTROL

COLLECTIVE:
The amount of power applied to the collective (climb).

CYCLIC INDICATOR: The amount of angle applied to the cyclic control.

THREAT INDICATOR: The radar and warning lights alert you to any inbound vampires.



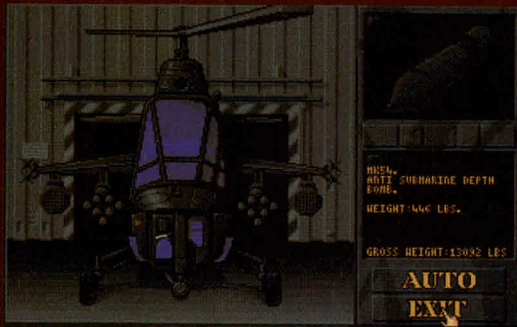
WEAPON: The currently selected weapon is displayed on the HUD.

DAMAGE: As systems take hits you will be warned of their impending failure.

HEADING: A compass, I'm sure you know what that is!

ALTITUDE: The distance you have to fall if the helicopter breaks down.

GUN SIGHTS:
Indicates the impact point of any weapons fired.



Your helicopter must be equipped with missiles and other weaponry before your mission begins. This can either be done manually, customising the payloads to suit your style of flying, or automatically.



The Crisis Alert Centre is the the decision making area for the Merlin Rapid Deployment Force. From here forces in any of the six campaign areas can be scrambled in seconds, ready to deal with any threat immediately.

If, for example, you can expect to encounter plenty of enemy aircraft, Cobra and Swallow anti-aircraft should be mounted on the weapons pylons. Mk-83 Low Drag Bombs are essential for destroying fortified buildings and Penguin Missiles will eliminate any marine shipping encountered. The list of weapons is extensive and only experience will allow you to



ACTION choose the best option.

When you finally get airborne the first thing you notice the ferocity of the enemy attacks. SAMs converge on your position with deadly accuracy, and the threat computer screams warnings. Within seconds enemy helicopters have locked onto your position and you must engage them before a more

dangerous opponent joins them
– MiG jetfighters.

Having reached your designated target strike quickly. Once you primary object is eliminated delaying in a hostile zone puts your life in jeopardy. Returning to base in one piece is better than being sent home in a wooden box!



OVERALL
SCORE
92%

**OVERALL
SCORE**
92%

Name: Jacy 'Babe' Gee
Rank : Pilot
Military Status:
Graduated West Point (with Honours), went on to basic helicopter training - showed aptitude in flying. Went on to Advanced Helicopter Techniques - passed with Distinction. Served in Middle east squadron - served with Jack Marshall in Gulf War.



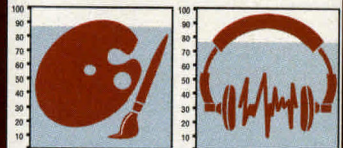
Current Status:
Not posted at present time - awaiting further orders...



Your failure to destroy your objective has alerted the Soviets to our presence in this sector.

ACTION INFO

THUNDERHAWK
CORE £30.99
TEAM: MARK AVORY



In the past many companies have tried to combine simulation and action games with varying amounts of success. The usual result is something that satisfies fans of neither style. Thunderhawk has mixed both elements perfectly. The gameplay is fast and furious yet still has enough depth and realism to keep you coming back for more. On top of this the 3D routine is the fastest and smoothest I have ever seen. Good presentation tops off the outstanding package. Whatever type of game you play you should go out and buy Thunderhawk now.

LEAGUE RATING

2 FALCON

3 THUNDERHAWK

4 F-19 STEALTH FIGHTER

FLIGHT SIMS



DESERT +
ANT HEADS
ONLY £22.99

ATOMIC
ROBOKID
ONLY £7.99

TURBOSOFT

SIM CITY+
TERRAIN
EDITOR BOTH
ONLY £22.99

SIM CITY
+ POPULOUS
ONLY £19.99

FORTHCOMING ATTRACTIONS

4D Boxing	£17.99
Action Stations (1 Meg)	£22.99
Afrika Korps	£20.99
AH-73M Thunderhawk	£17.99
Alcatraz	£17.99
AMOS 3D	£24.99
Amhem	£17.99
Back to the Gold Age	£17.99
Barbarian II (Psynosis)	£15.99
Battle Bound	£17.99
Battle Chess 2	£20.99
Bill & Ted's Excellent Adventure	£17.99
Billy the Kid	£17.99
Birds Of Prey	£24.99
Blues Brothers	£17.99
Brainblasters	£17.99
Cadaver Levels	£12.99
Captain Planet	£17.99
Cardinal of the Kremlin	£17.99
Championship Athletics	£17.99
Darkman	£17.99
Delta Armalyte	£13.99
Deuteros	£17.99
Executioner	£17.99
Final Fight	£17.99
Flight of the Intruder	£24.99
Gateway	£21.99
Germ Crazy	£17.99
Ghost Battle	£17.99
Jetfighter 2	£22.99
Legend	£17.99
Logical	£14.99
Midwinter 2	£20.99
Moonbase	£24.99
Myth	£17.99
Plotting	£17.99
Robocop (J. Pond 2)	£17.99
Shanghai 2 - Dragons Eye	£24.99
Silent Service 2 (1 meg)	£24.99
Spirit of Excalibur	£20.99
Terminator 2	£17.99
The Simpsons	£17.99
Thunderjaws	£17.99
Tower Fra	£17.99
Utopia	£17.99
Vendetta	£17.99
Volfeld	£17.99
Wild Wheels	£17.99
Wing Commander (1 meg)	£24.99
World Class Cricket	£17.99
Worlds at War	£20.99
Wreckers	£17.99
Zone Warrior	£17.99

ACCESSORIES

2M Joystick/Mouse ext. lead	£6.99
40 Lockable Disc Box	£5.99
80 Lockable Disc Box	£7.99
94 Banx Stackable Box	£13.99
150 Posso Stackable Box	£17.99
Amiga 4 Player Adaptor	£7.99
Amiga 500 Dust Cover	£4.99
Box 10 Sony Branded Discs	£9.99
Cheetah 125+	£7.99
Contriver Mouse	£22.99
Commodore 1084 Monitor	£259.99
Disc Cleaning Kit	£2.99
Logic Stingray	£12.99
Mouse House	£3.99
Mouse Mat 6mm	£4.99
Naksha Mouse + Op Stealth	£23.99
Navigator with Autofire	£10.99
Philips CM8833 Monitor	£279.99
Pro 5000 Black	£10.99
Pro 5000 Clear Extra + Autofire	£12.99
Quickjoy Jetfighter	£12.99
Quickjoy Topstar	£19.99
Quickshot Flightgrip	£8.99
Quickshot Python	£8.99
Quickshot Python Microswitch	£10.99
Quickshot Maverick	£12.99
Roll 1000 labels 3.5"	£9.99
Speedking with Autofire	£9.99
Zip Stik	£13.99
1/2 Meg Upgrade + Clock	£29.99

TOP 50 CHART

1 Meg Cricket	£18.99
4D Driving	£17.99
Aminios	£17.99
AMOS Compiler	£20.99
Armour Geddon	£17.99
Atomio	£17.99
Bandit Kings of Ancient China	£22.99
Blade Warrior	£17.99
Centurian	£17.99
Crystals of Arborea	£17.99
Demoniak	£20.99
Eiff	£17.99
European Superleague	£17.99
Eye Of The Beholder	£20.99
F15 Strike Eagle 2	£24.99
F19 Stealth Fighter	£18.99
Genghis Khan	£22.99
Gods	£17.99
Golden Axe	£17.99
Gunboat	£17.99
Hero's Quest (Gremlin)	£17.99
Hunter	£20.99
Kick Off 2	£12.99
Kick Off 2 (1 Meg)	£17.99
Lemmings	£17.99
Lords of Chaos	£17.99
Life & Death	£14.99
Man. Utd. Europe	£17.99

Mega Traveller 1	£20.99
Mercs	£17.99
Metal Masters	£17.99
Metal Mutant	£17.99
N.A.R.C.	£17.99
Navy Seals	£17.99
Powermonger	£20.99
P.P. Hammer	£16.99
Prehistorik	£17.99
Pro Tennis Tour 2	£30.99
Railroad Tycoon	£17.99
R.B.I.2 Baseball	£24.99
Robocop 2	£20.99
Search For The King	£17.99
Secret of Monkey Island	£17.99
S.W.I.V.	£17.99
Shadow Dancer	£17.99
Speedball 2	£17.99
Super Cars 2 (Gremlin)	£17.99
Super Skweek	£17.99
SWAP	£17.99
Switchblade 2	£17.99
Total - Goes Wild	£17.99
Total Recall	£17.99
Turrican 2	£17.99
Warzone	£17.99

WHEELS OF FIRE - ONLY £9.99

Chase HQ, Turbo Outrun, Powerdrift, Hard Drivin'

COMPUTER HITS II-ONLY £7.99

Tetris, Black Shadow, Golden Path, Joe Blade

POWER PACK - ONLY £14.99

Xenon 2, Bloodwych, T.V. Sports Football, Lombard Rally

SUPREME CHALLENGE FLIGHT COMMAND - ONLY £12.99

Eliminator, Skychase, Strike Force Harrier, Lancaster, Skyfox II

MIND GAMES - ONLY £14.99

Austerlitz, Waterloo, Conflict Europe

PLATINUM - ONLY £9.99

Sinder, Ghoul's n' Ghosts, Black Tiger, Forgotten Worlds

SEGA MASTER MIX - ONLY £17.99

Super Wonderboy, Turbo Outrun, Crackdown, Thunderblade, Dynamite Dux

TEST DRIVE 2 COLLECTION - ONLY £20.99

Test Drive 2, Muscle Cars, European Challenge, Super Cars, California Challenge

PHANTASIE BONUS EDITION - ONLY £20.99

Phantasie 1, Phantasie 3, Questron 2

POWER UP - ONLY £18.99

X-Out, Turrican, Rainbow Islands, Altered Beast, Chase H.Q.

WORLD CUP COMPILATION-ONLY £7.99

Tracksuit Manager, Kick Off, International Soccer

SOCCER MANIA - ONLY £9.99

Football Manager 2, Microprose Soccer, Gazzas Soccer, F/Ball Manager W.Cup Edition

HEROES - ONLY £9.99

Running Man, Star Wars, Barbarian 2, Licence to Kill

ADVENTURE PACK - ONLY £12.99

African Raiders, Emmanuelle, Freedom, 20,000 Leagues Under the Sea

T.N.T. - ONLY £9.99

A.P.B., Hard Drivin', Xybots, Dragon Spirit, Toobin

HOLLYWOOD COLLECTION - ONLY £18.99

Robocop, Ghostbusters 2, Indiana Jones & Last Crusade, Batman the Movie

VIRTUAL REALITY Vol.1 - ONLY £24.99

Midwinter, Carrier Command, Int. Soccer Challenge, Starglider 2, Stunt Car Racer

3D VIRTUAL WORLDS - ONLY £20.99

Driller, Total Eclipse, Castle Master, The Crypt

CLASSIC COLLECTION

3D Construction Kit	£34.99
3D Pool	£8.99
688 Attack Sub	£17.99
A10 Tank Killer	£24.99
B.A.T.	£20.99
Battle Command	£17.99
Battlechess	£17.99
Blitzkrieg (1 meg)	£20.99
Blue Max	£20.99
Bomber Mission Disk	£13.99
Bridge Player 2150	£20.99
California Challenge (T.D. II Disc)	£8.99
Champions of Krynn	£20.99
Chaos Strikes Back	£17.99
Chase HQ	£17.99
Chase HQ 2	£17.99
Chess Champion 2175	£20.99
Chuck Rock	£17.99
Chuck Yeager AFT2	£17.99
Colossus Chess X	£12.99
Damocles	£12.99
Dragon Wars	£17.99
Dragons Lair (1 Meg)	£26.99
Dragons Lair 2 Timewarp	£29.99
Duck Tales	£17.99
Dungeon Master (1 Meg)	£17.99
Dungeon Master Editor	£7.99
Emlyn Hughes Soccer	£17.99
European Challenge (T.D. II)	£8.99
F-16 Combat Pilot	£17.99
F29 Retaliator	£17.99
Final Whistle	£7.99
Flight Simulator II	£24.99
Front Line	£17.99
Gunship	£12.99
Harpoon (1 Meg)	£20.99
Heroes of the Lance	£17.99
Hillstar	£17.99
Indianapolis 500	£17.99
It Came from the Desert	£13.99
Jack Nicklaus Courses vol 1	£9.99
Jack Nicklaus Int. Courses	£9.99
Jack Nicklaus Unlimited Golf (1 Meg)	£20.99
Killing Cloud	£20.99
Knights of Crystalion	£17.99
Lost Patrol	£17.99
Lotus Turbo Challenge	£17.99
M1 Tank Platoon	£20.99
Maniac Mansions	£17.99
Midnight Resistance	£17.99
MIG 29	£24.99
Might & Magic 2	£20.99
Murder	£17.99
Muscle Cars (T.D. II Disc)	£8.99
NAM	£20.99
Operation Stealth	£17.99
Operation Thunderbolt	£17.99
Pipemania	£17.99
Pirates	£12.99
Player Manager	£24.99
Police Quest 2 (1 meg)	£20.99
Pools of Radiance (1 meg)	£20.99
Populous	£17.99
Populous Promised Lands	£17.99
Predator 2	£17.99
Prince of Persia	£17.99
Puzznic	£17.99
Rainbow Island	£17.99
Red Storm Rising	£17.99
Rick Dangerous 2	£17.99
Robocop	£17.99
Saint Dragon	£17.99
Shadow Warrior	£17.99
Shadows of Beast 2	£20.99
Skull & Crossbones	£17.99
Space Ace	£9.99
Steve Davis Snooker	£8.99
Super Cars (T.D. II Disc)	£17.99
Super Monaco G. Prix	£17.99
Supremacy	£20.99
Team Suzuki	£14.99
Team Yankee	£20.99
Test Drive II	£18.99
Their Finest Hour	£20.99
TV Sports Basketball	£14.99
Ultima IV	£17.99
Ultima V	£21.99
Ultimate Golf	£17.99
U.M.S. 2 (1 Meg)	£20.99
Unreal	£17.99
Warlock the Avenger	£17.99
Wings (1 Meg)	£17.99
Wolfpack (1 Meg)	£14.99
Wonderland	£21.99
Wrath of the Demon	£20.99
Z-Out	£9.99

● SPECIAL OFFERS ● SPECIAL OFFERS ●

Airborne Ranger	£9.99
Arkanoïd 2	£7.99
Art of Chess	£4.99
Atomic Robokid	£7.99
Boulderdash Const Kit	£4.99
Brian Clough's Football	£6.99
Budokhan	£8.99
Captive	£9.99
Centrefold Squares	£7.99
C.J.'s Elephant Antics	£6.99
Colorado	£4.99
Corruption	£7.99
Cosmic Pirate	£4.99
Count Duckula	£6.99
Daily Double Horse	£7.99
Defenders of the Crown	£7.99
Deluxe Strip Poker	£7.99
Double Dragon	£7.99
Drakken	£6.99
Fantasy World Dizzy	£6.99
Fast Food	£6.99
Ferrari Formula 1	£8.99
Flood	£8.99
Fools Errand	£7.99
Football Manager II - Exp Kit	£9.99
Full Metal Planet	£9.99
Gauntlet II	£7.99

Gremlins 2	£7.99
I.K.+	£7.99
Indy Jones The Adv.	£9.99
James Pond	£7.99
Jumping Jackson	£7.99
Kid Gloves	£7.99
Laser Squad	£7.99
Leaderboard	£6.99
Little Puff	£6.99
Lombard RAC Rally	£7.99
Loom	£9.99
Lords of the Rising Sun	£11.99
Manic Miner	£7.99
Maua	£4.99
Mighty Bombjack	£7.99
Ninja Rabbits	£6.99
North and South	£7.99
Operation Wolf	£7.99
Paradroid 90	£7.99
Persian Gulf Inferno	£7.99
Powerdrome	£7.99
Projectyle	£8.99
Quest for the Time Bird	£6.99
R-Type	£7.99
R.V.F. Honda	£9.99
Rick Dangerous	£8.99
Rocket Ranger	£7.99
Sherman M4	£7.99

Shinobi	£7.99
Silent Service	£9.99
Sim City	£14.99
Sorcery Plus	£4.99
Speedball	£7.99
Spin Dizzy Worlds	£7.99
Spy Vs Spy	£4.99
Spy Vs Spy II	£4.99
Spy Vs Spy III	£4.99
Stunt Car Racer	£9.99
Super Gridrunner	£4.99
Super Hang-on	£7.99
Super Off-road Racer	£9.99
Superstar Ice Hockey	£4.99
Sword of Sodan	£7.99
Tennis Cup	£7.99
T.V. Sports Football	£7.99
Tank Attack	£7.99
Time Machine	£7.99
Tournament Golf	£7.99
Treasure Island Dizzy	£4.99
Turrican	£7.99
Tusker	£7.99
Wizball	£7.99
X-Out	£7.99
Xenon 2	£7.99
Zak McKracken	£7.99

PLEASE CHARGE MY ACCESS/VISA NO

EXPIRY DATE

ORDER FORM



CUSTOMER NO.....

Please supply me with the following for

Date:

Computer

Name:

Titles

Address:

Titles	Price

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

Please make cheques
& PO payable to
Turbosoft

Credit Card orders taken, payment
cashd only on despatch. Orders under
£5 add 75p per item P&P. For first class
add 75p per item P&P UK only. E.E.C.
countries add £2.00 per item. Non E.E.C.
countries add £3.00 per item. Express
airmail £4.00 per item. All items subject
to availability. All prices subject to change
without notice.

E. & O.E. Please allow for cheque clearance

Please Note: Mail Order companies may take up to 28 days to deliver goods from receipt of order

Amiga Action September 91

TOURNAMENT
GOLF ONLY
£7.99

F19 STEALTH
FIGHTER IN
STOCK NOW
ONLY £20.99

TURBOSOFT

GRAND
NATIONAL
ONLY £7.99

DISNEY ANIMATION
STUDIO 1 MEG
RECOMMENDED ALL
THIS ONLY £79.99

EDUCATIONAL

Answer Back Junior	£13.99
Answer Back Senior	£13.99
Better Spelling (8-14)	£16.99
Better Maths (12-16)	£16.99
Dinosaur Discovery Kit	£16.99
Discover Chemistry	£13.99
Discover Maths	£14.99
Discover Spelling	£14.99
Discover Numbers	£13.99
Discover the Alphabet	£13.99
Donald's Alphabet Chase	£13.99
First Letters & Words	£16.99
First Shapes	£16.99
French Mistress	£13.99
Fun School 2 (under 6)	£13.99
Fun School 2 (6-8)	£13.99
Fun School 2 (8+)	£13.99
Fun School 3 (under 5)	£16.99
Fun School 3 (5-7)	£16.99
Fun School 3 (7+)	£16.99
German Master	£13.99
Goofy's Railway Express	£13.99
Hoary/Henrietta	£16.99
Italian Tutor	£13.99
Junior Typist (5-10)	£12.99
Kid Talk	£16.99
Lets Spell at Home	£14.99
Lets Spell at Shops	£14.99
Lets Spell Out and About	£14.99
Magic Maths (4-8)	£16.99
Maths Mania (8-12)	£16.99
Math Talk	£16.99
Mickey's Runaway Zoo	£13.99
Mickey's Crossword Maker	£13.99
My Paint	£22.99
Postman Pat	£6.99
Prof. Looks at Words	£16.99
Prof. Makes Sentences	£16.99
Prof. Plays a new Games	£19.99
Puzzle Book Vol. 1	£14.99
Puzzle Book Vol. 2	£14.99
Spanish Tutor	£13.99
Spell Book (4-9)	£14.99
The 3 Bears	£16.99
Things to do with Numbers	£14.99
Things to do with Words	£14.99

SPRING SAVERS

**SIM CITY
ARCHITECT
1 OR 2
ONLY £12.99**

**INDIANNA JONES ADV
+
ZAK MCKRACKEN
£14.99**

**RAILROAD
TYCOON
ONLY £24.99**

**HISOFTS
PROFLIGHT
ONLY £29.99**

**TO CLEAR
LEISURESUIT
LARRY 2
ONLY £12.99**

**FANTAVISION
£12.99**

**IT'S LANDED!!!
F15 STIKE
EAGLE 2 (1 Meg)
ONLY £24.99**

**SUPERPLAN
1 MEG
£39.99**

**3D
CONSTRUCTION KIT
£34.99**

**PHOTON VIDEO
ONLY £24.99**

**NAKSHA
MOUSE
ONLY £19.99**

**JUST IN !!!
LORDS OF
CHAOS
ONLY £14.99**

**COMING SOON
BIRDS OF PREY
ONLY £20.99**

**WARLORDS
ONLY £17.99**

**COMING SOON
BATTLECHESS 2
ONLY £20.99**

**EYE OF THE
BEHOLDER
£20.99**

**1/2 MEG
UPGRADE
+ CLOCK
ONLY £24.99**

**P.G.A. TOUR
GOLF
ONLY £19.99**

**LOOM
ONLY £9.99**

**ROCTEC
SLIM DRIVE
ONLY £59.99**

**JAMES POND
ONLY £7.99**

**SECRET OF
MONKEY
ISLAND
£17.99**

**FULL METAL
PLANET
ONLY £7.99**

**WORDSWORTH
"A WRITERS
DREAM"
ONLY £99.99**

**AMOS COMPILER
ONLY £20.99**

**SWORD OF
SODAN
ONLY £7.99**

**DEFENDER OF
THE CROWN
ONLY £7.99**

**CAN DO
ONLY £39.99**

**IN NOW
LEMMINGS
ONLY £16.99**

**HOWZAT!
1 MEG CRICKET
IN NOW**

UTILITIES

A.M.A.S.	£79.95
A.M.O.S.	£32.99
A.M.O.S. 3D	£24.99
A.M.O.S. Compiler	£20.99
Animation Studio	£79.99
Can Do	£39.99
Deluxe Music Const. Kit	£49.99
Deluxe Paint 3	£59.99
Deluxe Print 2	£34.99
Deluxe Video 3	£59.99
Devpac 2	£44.99
Digi Paint 3	£59.99
Digicalc	£27.99
Digiview Gold	£89.99
Hisoft Basic	£59.99
Home Accounts	£22.99
Kindwords	£37.99
Lattice C V5	£169.99
Mastersound	£32.99
Mavis Beacons Typing	£19.99
Magician	£14.99
Music X 1.1 Version	£89.99
Music X Junior	£49.99
Pagesetter 2	£49.99
Pagestream	£99.99
Photon Paint 2	£19.99
Photon Video	£24.99
Pro Write 3.0	£109.99
Professional Page V.2	£179.99
Protect V5	£109.99
Quartet	£34.99
Sculpt 4D	£399.99
Sculpt 4D Junior	£89.99
Sound Express	£34.99
Superbase Personal 2	£29.99
Superbase Professional	£149.99
Superplan	£39.99
Transwrite	£59.99
Wordsworth	£99.99

MEGA BUYS

Welltris£9.99
Light Corridor£9.99
Mystical£9.99
OR
ALL 3 for£19.99

STAR PRINTERS

LC 200.....£229.99
LC 24-200 MONO£269.99
LC 24-200 COLOUR...£309.99
incl. Printer Cable +
200 Sheets Listing Paper

F16 Falcon £13.99
Falcon Mission 1 £9.99
Falcon Mission 2 £9.99
OR
All 3 £29.99

10 MEGA GAME PACK ONLY £21.99

Teenage Queen, Captain Blood,
Safari Guns, Tin Tin on the Moon,
Bubble +, Purple Saturn Day,
Krypton Egg, Jumping Jackson,
Stir, Crazy Bobo, Hostages

WICKED GAMES PACK ONLY £7.99

Bouncer, Paccie,
Backgammon, Invaders, Ball
Raider 2, Swooper,
Spaceballer, Diabid, Zirax,
Othello

UTILITY PACK ONLY £29.99

Includes:-

Comic Stutter,
Fantavision,
Spritz Paint

AMERICAN DREAMS ONLY £6.99

Bubble Ghost
Operation Neptune
Hostages
Super Ski

EUROPEAN DREAMS ONLY £6.99

Stir Crazy - Bobo
Teenage Queen
Action Service
Billiards Sim

HIGH ENERGY ONLY £16.99

Tin Tin on the Moon
Teenage Queen
North & South
Fire & Forget
Hostages

FUTURE DREAMS ONLY £6.99

Warlocks Quest
G-Nius
Spidertronic
Purple Saturn Day

SUPER QUINTET ONLY £6.99

Chamonix Challenge
Bubble Ghost
Warlocks Quest
Passengers on the
Wind 1 & 2

AMIGA 500 SUPERPACK

Featuring: A500, P.S.U., modulator, mouse, 2 Python
joysticks, mouse mat, 80 lockable disc box, 20 blank
discs & labels, dust cover, disc cleaning kit, 4 player
adaptor, mouse house, memory upgrade & clock,
plus a choice from one of these compilations.
Wheels of Fire, Powerpack, Mind Games,
Flight Command

Total RRP value £495, Yours for only £365 inc VAT
(Please add £6 for Courier Delivery)

LOOK! MEGA OFFER! MEGA OFFER!

For every thirty pounds spent you can choose
one of the following titles absolutely FREE!
(Available singularly @ £3.99 each) Operation
Neptune, Tin Tin on the Moon, Bubble +, Safari
Guns, Hawkeye, Interphase, Rotor, Action Service,
Toyotots, Ballistix, Warhead.
Plus spend over £40 you can choose one of the
£6.99 compilations FREE!
(Games subject to availability • games may be
substituted)

AMIGA 500 PROPACK

Featuring: A500, P.S.U., modulator, mouse, mouse
mat, 80 lockable disc box, 50 blank discs & labels,
dust cover, disc cleaning kit, memory upgrade &
clock, roctec slim drive, fantavision, spritz paint,
comic setter, superbase personnel 2, sim city & pop-
ulous

Total RRP value £799, Yours for only £479.99 inc
VAT (Please add £6 for Courier Delivery)

Turbosoft

Unit 6 & 7 Acacia Close,
Cherrycourt Way Industrial Estate,
Stanbridge Road, Leighton Buzzard
Beds, LU7 8QE

Tel Hours Mon-Thurs 9.00am-8.00pm
Friday 9.00am-5.00pm
Saturdays 10.00am-5.00pm
Showroom Mon-Fri 9.00am-6.00pm
Saturday 10.00am-5.00pm

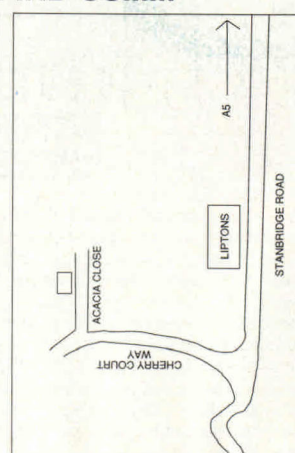
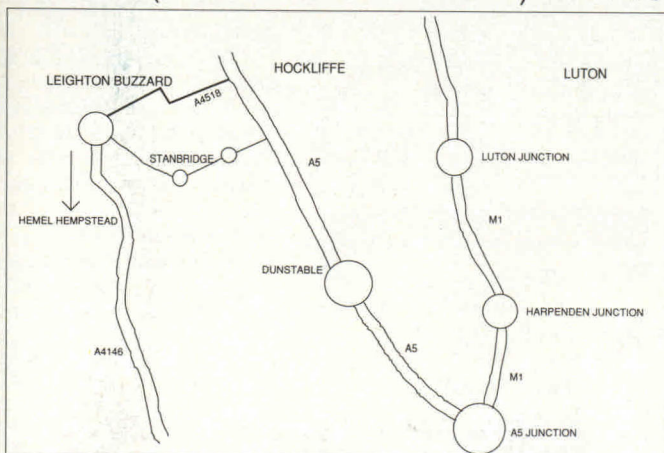
All prices include VAT

Tel: (0525) 377974

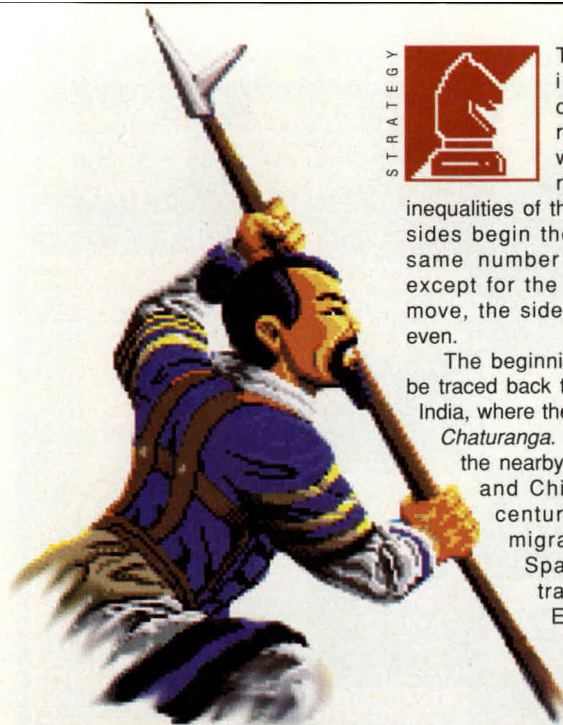
Fax: (0525) 852278

Independent Stockist,
Riomhaire Software,
Dublin Bazaar, Unit 34
Thomas St, Dublin 8 Eire.
Shop prices will vary.
Personal callers only

(Personal callers welcome) HOW TO FIND US.....



Maps showing direct routes from the motorway and A5



STRATEGY



The central theme in all forms of chess is a representation of war without the randomness or inequalities of the real thing. Both sides begin the battle with the same number of pieces, and except for the privilege of first move, the sides are completely even.

The beginnings of chess can be traced back to seventh century India, where the game was called *Chaturanga*. Soon, it spread to the nearby regions of Persia and China. By the 11th century the game had migrated, by way of Spanish and Italian traders, throughout Europe. During this time it underwent a lot of modifications until it became the international version that is seen today.

While all this was happening in Europe, chess was undergoing different changes in China. The Chinese version differs from its western counterpart in that it more reflects the Chinese culture and philosophy. For instance, since the Chinese were the early developers of gunpowder, a piece representing a cannon was added to the set. Each piece has a unique history associated with it which reveals something of the Chinese culture.

The basics of Chinese Chess are identical to that of many other games – defeat your opponent. This is done by forcing the opponent's King into position where it cannot make a legal move. However, there are several differences from Western Chess that make it unique.

A standard chess board is constructed from an eight by eight grid of squares. In Chinese Chess the board consists of nine vertical lines and ten horizontal lines with the pieces positioned on the intersections. An open section in

"Invincibility lies in the defense; the possibility of victory in the attack."
– Sun Tzu.

Battle

the centre of the board, called the river, divides the play area into northern and southern territories. Each territory has an Imperial Palace made up of nine points in the three by three square marked by the diagonal lines.

The pieces also differ from the standard types you will be used to, and the moves they are permitted to make have slight differences to normal chess. For example, the King may still move as normal but is not permitted to leave the Imperial Palace. And at no time may he directly face the enemy King unless another piece is between them.

All in all, Chinese Chess is perhaps a more colourful representation of war. It combines a richer historical feeling characterised by the symbolic presence of each piece with a greater scope of movement allowed by the larger and more open board.

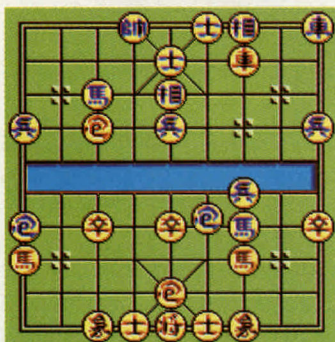
The computerised version of any board game would be incomplete without selection of options and other extra features. You can either play a game on the same computer with a friend or against the program, or play an opponent many miles away using a modem link up. To pick up some handy hints on gameplay the computer can be set to play itself while you watch the action.

There are nine levels of competence that the computer can be set at. The novice level is the easiest – the computer will only do a simplistic board evaluation. On the hardest level up to 15 minutes can be spent considering all of the possible moves and the consequences.

What makes Battle Chess different from other games of a similar nature is the style in which the playing pieces are depicted. Rather than opting for static, traditional pieces the designers use full colour, animated representations of the pieces. When one piece eliminates another they will enter a duel that will leave the loser lying in a pool of blood.

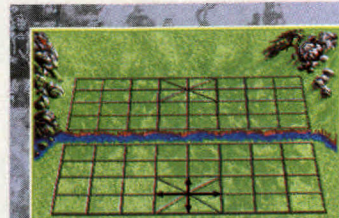
The whole product reeks of professionalism and definitely should not be missed.

OVERALL SCORE
86%

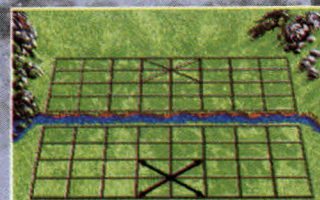


For those of you who haven't the time or the desire to watch the fully animated characters hack each other to pieces there is a basic board and counter option. Here you can concentrate on your strategies rather than the pictures.

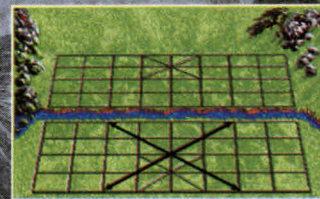
"It is sufficient to estimate the enemy situation correctly and to concentrate your strength to capture him. There is no more to it than this. He who lacks foresight and underestimates his enemy will surely be captured by him."
– Ts'ao Ts'ao.



THE KING: May move one point in any direction except diagonally. At no time may he leave the Imperial Palace or be directly facing the enemy king.



COUNSELLORS: May move one point along any diagonal. Like the King they may not leave the Imperial Palace at any time restricting their movement.



MINISTERS: Move exactly two points in a diagonal direction. They may never cross the river, nor may they pass through or jump obstructing pieces.



A C T I O N I N F O

BATTLE CHES II
ELECTRONIC ARTS £25.99
TEAM: GREG CHRISTENSEN

Several years ago the original Battle Chess received high acclaim among the gaming public. Its animations stunned people and brought a new lease of life to an old style of game. The sequel is basically a reproduction of the original game but uses a slightly different scenario as its subject. Chess experts and new players alike should find the Chinese variant interesting and challenging. If you are interested in classic strategy games Battle Chess II should be on the top of your shopping list.

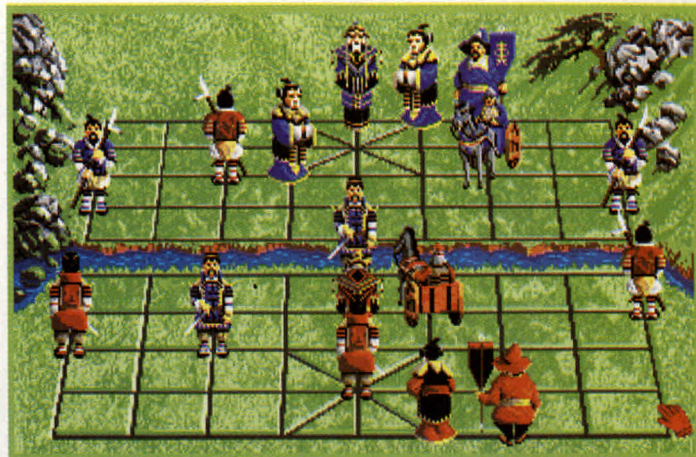
LEAGUE RATING

21 RISK
22 BATTLE CHES II
23 BATTLEMASTER

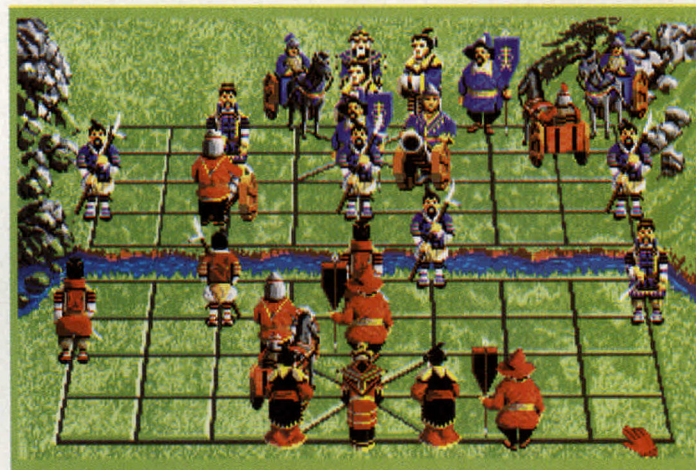
STRATEGY

Chess II

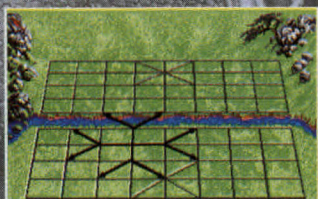
CHECK MATE



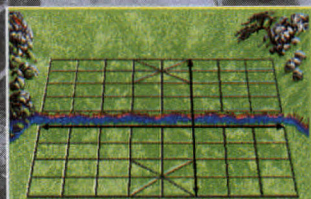
Now here's a puzzle for you. In just one move the blue player can win by checkmate. Using the guide on the pieces can you fathom out how? No prizes for guessing correctly, apart from becoming a Grand Master.



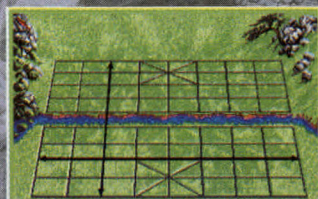
The mid-game moves are far less important than in classical Chess. It is very common to win or lose in the first few moves of a game. Be aware of the many ways a King can be checkmated and watch for these positions developing.



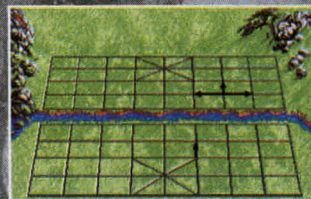
KNIGHTS: Move in a manner similar to their traditional counterparts but may not leap over pieces to make their moves.



CANNONS: Move much like Rooks in horizontal or vertical lines. However, to capture a piece it must first jump over a single piece of either colour.



ROOKS: May move any number of unobstructed points in a horizontal or vertical direction and are free to cross the river.



PAWNS: May move a single point forward until they cross the river. After crossing they may also move left or right in addition to straight ahead.

**"Understand the principles and the enemy will be vanquished."
- Ping Fa.**



The starting positions in Chinese Chess are very different to those of the traditional game. The Pawns and Cannons start part-way up the board, ready to defend the river. Now where has the Queen got to?





Ocean's latest arcade adventure is quite a toughy, but once you know what you're doing and where you're going it becomes a lot easier. So here are some maps of the first few stages to get you on your way. We haven't given you any advice on what to buy from the shops because we didn't want to take away all the challenge, and besides it's not exactly hard to work out what's best and what's not (like the advice). So load up the game and kick some butt.

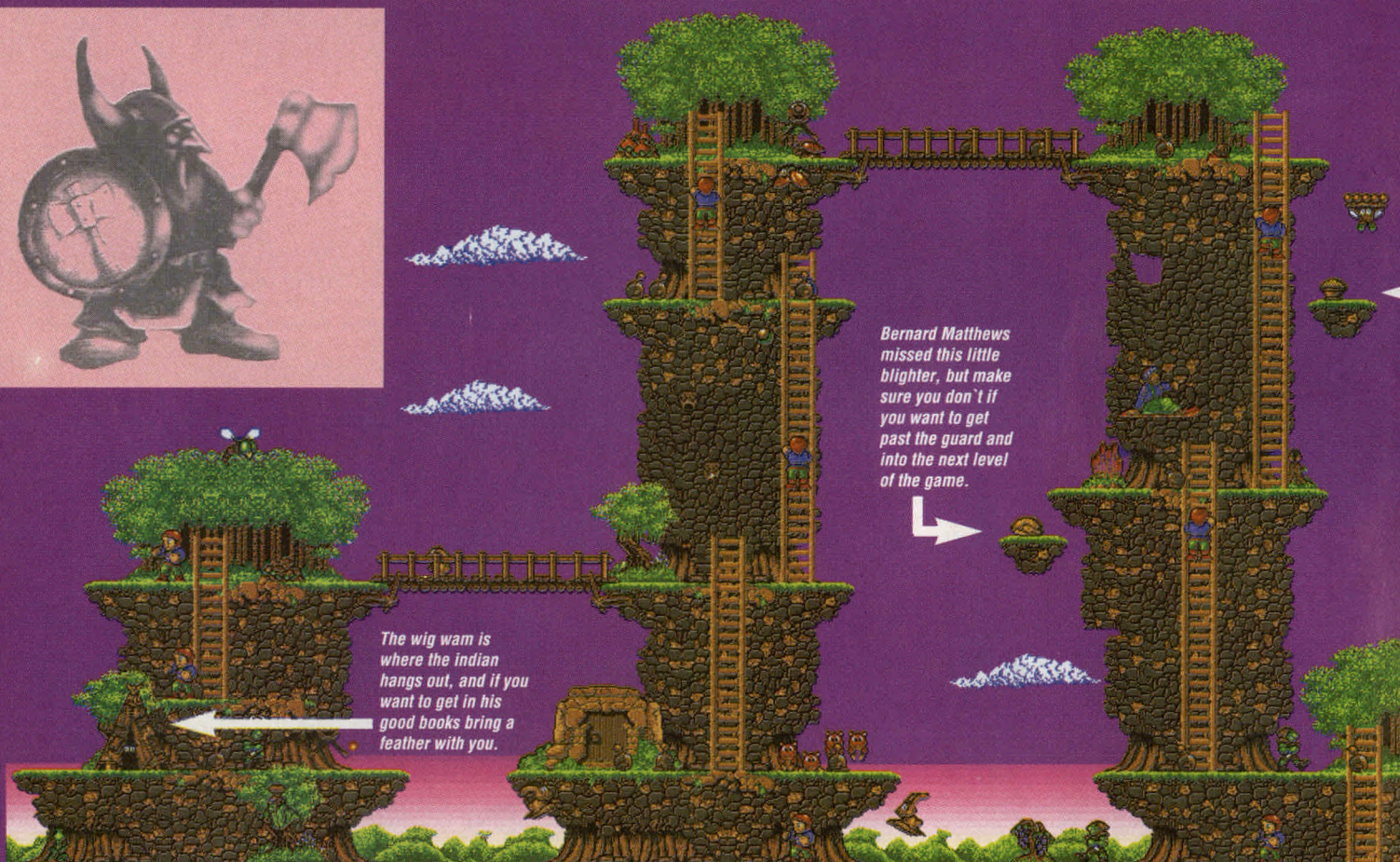
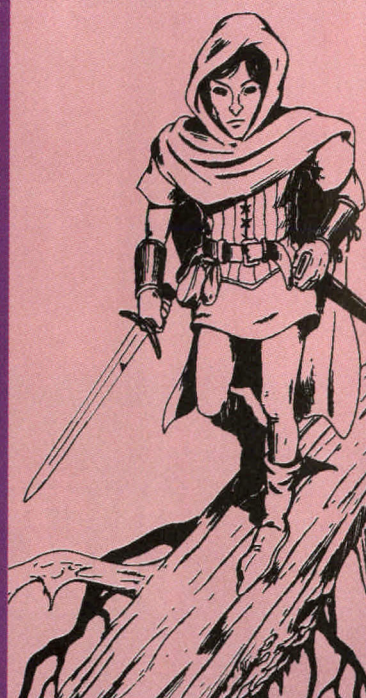
STAGE 1: FINGER LICKIN' GOOD

Right! The first thing you want to do is collect the bowl of seed and the uncooked chicken. Now go to the owl in the bottom left hand corner of the stage and give him the seed. He will immediately tuck into the scrummy stuff and accidentally drop a feather in the frenzy, which you will automatically

collect. This can now be given to the Indian in the wig-wam in exchange for an old newspaper.

Rush to the toilet and give the paper to the rather desperate man inside (wait a while for some humorous descriptions) to gain some matches and now you

ready to try your hand at some cooking. There's an unlit fire at the top left hand corner of the stage – light this with the newly acquired matches (use the matches) and then cook your chicken (use the chicken). you're now ready to bribe the guard so that you can get to the next stage.



The wig wam is where the indian hangs out, and if you want to get in his good books bring a feather with you.

Bernard Matthews missed this little blighter, but make sure you don't if you want to get past the guard and into the next level of the game.

small tips small tips small tips small tips small tips small tips small tips small tips small tips small tips

small tips

Since the prizes have been on offer there have been a huge number of tips coming in, and on average about 25% of the people who send in a cheat manage to win a prize – quite good odds really. But as I said last month don't bother with the really old ones as they only get published if people write in and ask for them.

POWERMONGER

Although I never got a chance to really get into Powermonger it nevertheless made a big impression on the rest of the gang. But even though I didn't play the game I could see that it was certainly one that proved a challenge. So thanks to David Welchman of Essex here's a small tip that should help you out a little. When you wish to invent in double quick time, click Invent and when your men leave click on it again. This often makes a catapult almost immediately. This cheat only works once on each island.





Before you can give the chicken to the guard you're going to need to cook it. Rub some sticks together and bung it in the oven.

Luckily, your elf never gets the urge to go to the toilet during the game, but that doesn't mean that he won't have to pay it a visit.

This is the guy that is stopping you from getting to the next level. As they say the best way to get to a man's heart is through his stomach.

Balancing on perches can build up quite a healthy appetite, so this owl will be glad of any food.

This bowl of seed may look foul to you, but some old bird might take quite a liking to it and be willing to trade something for it.



Elf

CRYSTALS OF ARBOREA

Palace, who recently turned Frenchy and are at this very second chomping frog's legs, did quite well for themselves with this game. So just for all you people who were lucky enough to buy it here's a nice little tip for you. Go to the main character screen, choose Jarel and click on the bottles icon. Then press CTRL and V to get full life points and all the special abilities. A game's on its way to Matthew Edwards of Surrey for that cheat.



SHADOW DANCER

If you can't quite make it as a pro Ninja in this tasty Shinobi sequel then thanks to Matthew Thompson of Burnley here's an aid that should enable you to sail through the game and avenge Shinobi or whatever you're meant to be doing. While playing the game pause it and type:

GIVE ME INFINITES (Return)

and you'll have infinite credits just like that.

ELF



Old Merlin here is the chap you need to know if you're to get very far. Bring him the goods and he'll zap them with magic.

STAGE 2: COOKING BY MAGIC

This second stage is fairly straightforward and doesn't take a lot of work.

Start off by collecting the spell book (simply shoot a few times to stop it flying) and the apple pip. Take both of these to the wizard and he will turn the

apple pip into an apple for you.

Now head to the top of the stage and collect the blunt axe that is in the pit and then give the apple to the guard in the top right hand corner of the stage. He will now let you pass and enter the next stage.



If you've got the money the grinder will do the job, and in this case the job is sharpening that rather blunt axe of yours.

Loads of money is what you need at the beginning of this level, and this is where it is. Grab it while you have the chance.

Your lovely old gran is busy knitting you an out of fashion jumper. Trade items with her before she finishes it and ruins your street cred.

This monster seems very pleased with himself. Oh well, we'll just have to wipe that grin off his face, or take his teeth away from him altogether.

small tips small tips small tips small tips small tips small tips small tips small tips small tips



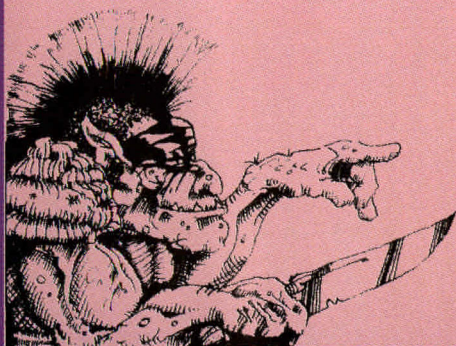
VIZ

Damian McLean from Bournemouth is the one you need to thank for this cheat. But I think I should warn you that the words used in the cheat are extremely vulgar, and I had to look one of them up in a dictionary to find out what it meant. On the character selection screen type in the phrase:

WHAT A LARGE SET OF BOLKS**

(fill in the stars with the letters that you think belong there) and don't forget to press Return afterwards. Now press 1-5 for the level you wish to play then select your character to go there. Thanks again Damian.

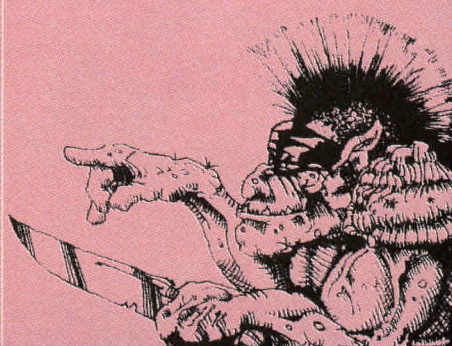




The problems with writing a GTGA section is finding out what you, the punters, want to have tips for. Half the time they're for games that we can't do guides for, and other times they're for games that have just been out for too long.

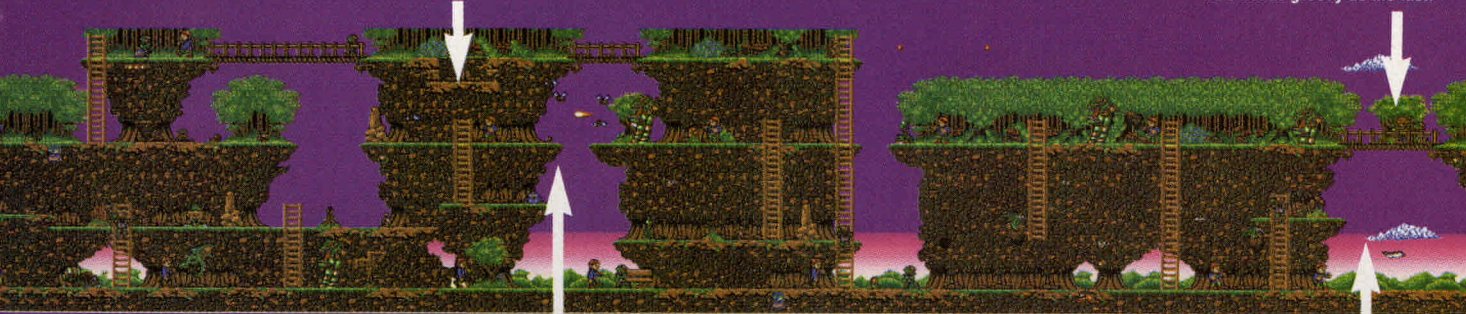
Well, now's your chance to decide what you want to see. Write down on a piece of paper the names of the last five games you got, and your favourite five games of all time (that means ever!). Then send it to us with the name of the game that you would most like to see a guide for (try to choose a game that hasn't been done in every other mag).

We'll then get someone we don't like to read the huge number of replies we get and find out what you really want to see. If you want, tell us if there have been any you didn't like and why ('I haven't got the game' isn't good enough!).



The axe is a very important object, but not on this level. Get it for now and then use it in the next level.

Yet another guard to get past, and this one's after food as well, but he's not as greedy as the last.



Here's the pip, but how on Earth are you going to transform it into an apple? Maybe magic is the answer.

Without the spell book the wizard isn't going to be able to help you very much.

STAGE 3: A SMELL A DAY, KEEPS THE ELF AWAY

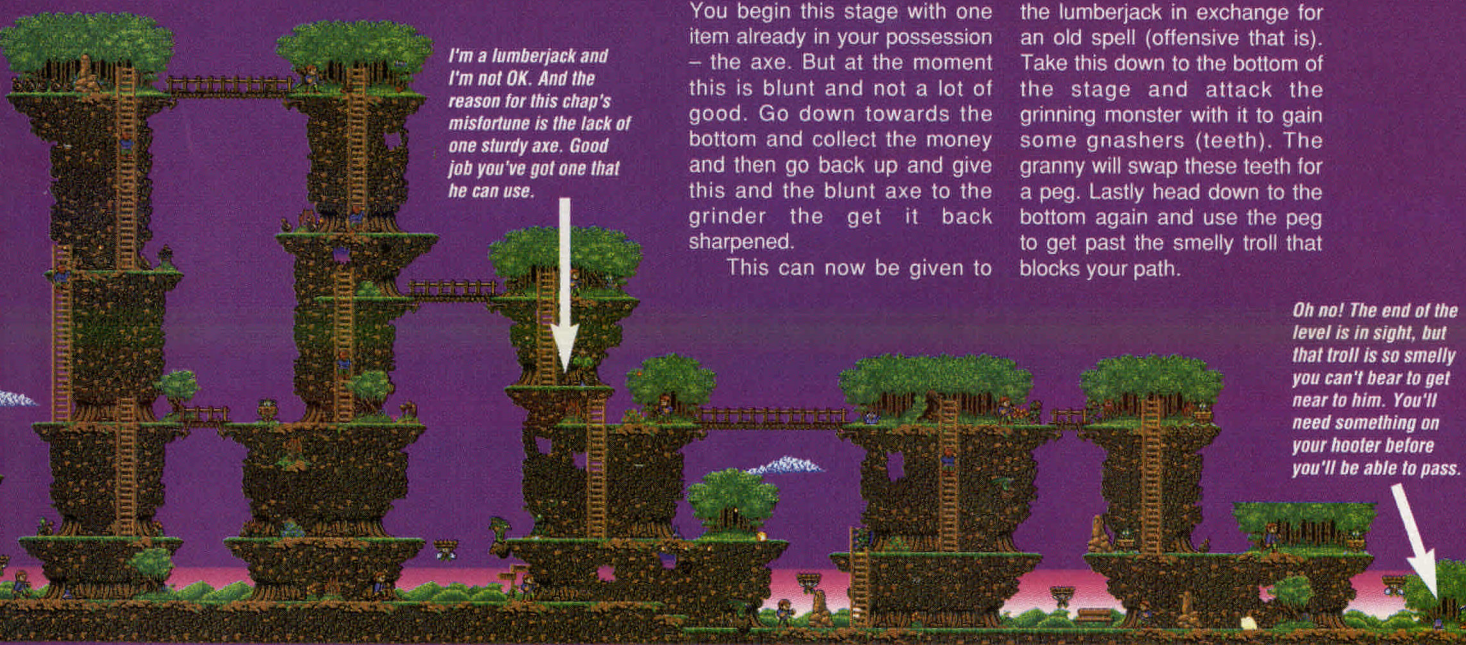
You begin this stage with one item already in your possession – the axe. But at the moment this is blunt and not a lot of good. Go down towards the bottom and collect the money and then go back up and give this and the blunt axe to the grinder the get it back sharpened.

This can now be given to

the lumberjack in exchange for an old spell (offensive that is). Take this down to the bottom of the stage and attack the grinning monster with it to gain some gnashers (teeth). The granny will swap these teeth for a peg. Lastly head down to the bottom again and use the peg to get past the smelly troll that blocks your path.

I'm a lumberjack and I'm not OK. And the reason for this chap's misfortune is the lack of one sturdy axe. Good job you've got one that he can use.

Oh no! The end of the level is in sight, but that troll is so smelly you can't bear to get near to him. You'll need something on your hooter before you'll be able to pass.



all tips small tips small tips small tips small tips small tips small tips small tips small tips

ROCK STAR ATE MY HAMSTER

The reason I'm printing this cheat is for Nick Clarkson of Games-X who I caught playing this exceedingly boring game the other week (he was very embarrassed at being found playing such a dreadful game, and yes he was using rude words in his record titles just like every body else who's played it) and he wasn't doing too well.

So, just for you Nick here's a cheat that will maybe help you beat a game for the first time in your life. Simply type the word **COLBOPS**, and now just press F7 for an extra £100,000 dosh each time, F8 to make your band play as well as it possibly can, and F9 for maximum crowds at your gigs.

With this cheat Nick can't go wrong (well, knowing Nick he probably will). By the way thanks to J. Ramping for that one and I'll try to get hold of a copy of RBI2 for you if I can. Drop me a line if you don't receive it in a couple of weeks' time.

Finally, we've been receiving letters from people who don't agree with GTGA and say that it spoils their games. Well, for all those people, all you've got to do is ignore the tips. Obvious really isn't it? And besides, in the regular surveys we do, GTGA comes near the top of the readers' favourites.

WARZONE



LEVEL 1

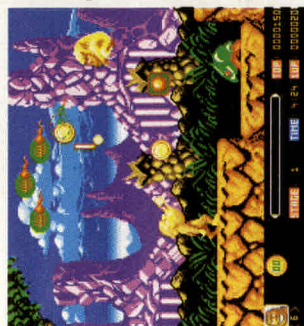
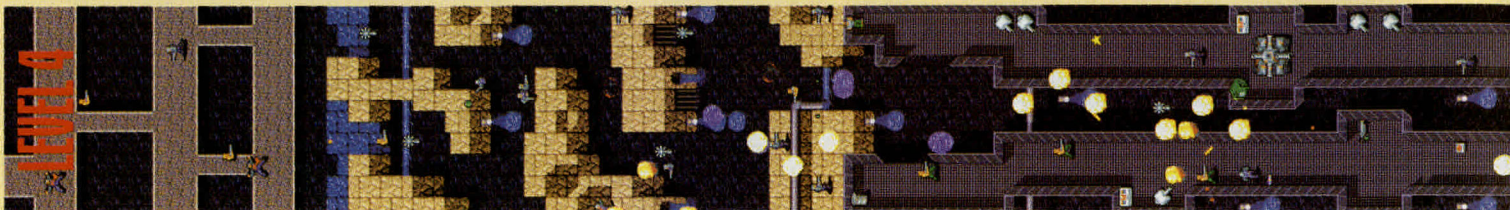
Level 1 should provide no major headaches, although towards the end of it the action should give you some idea of what to expect on some of the later levels. The first thing to do on this level is collect the rocket launcher (found at the front of the first grey warehouse) and if you can, keep it for the rest of the level. This is possibly the best weapon, simply because of its range and power.

LEVEL 3

You'll be pleased to know that there's no mid level guardian. However, you'll encounter several jeeps, each of which requires a number of shots to destroy it. The best way to do this is to collect the flame thrower at the beginning of the level and stand in front of the jeep as it makes its way down the screen. As most of the bullets fired from the jeep are aimed to the left and right, you should be relatively safe.

To get past the train is simple and it's possible to do so without losing any energy. Stand on the bridge to the right of the screen, behind the grey barrier, and fire rapidly. If

Large rocket launchers are also present and although they look fairly dormant, they do fire once they've scrolled off the screen. Therefore, it's imperative to destroy them

**TOKI**

After quite a few poor products, Ocean really hit the mark with Toki. With arcade-perfect sound and graphics the game was sure to be a hit. But beating this amazing game is quite a task, so this cheat will come in handy for those of you who need it.

It's easy to activate, and all you have to do is type in the word **KILLER**. The border will then flash and you'll have infinite credits which still leaves you quite a bit of work. Oh, and by the way, don't type it in more than once as the screen flips upside down making the game exceedingly hard.

PP HAMMER

This game was one of Jason's favourites last month and he spent an enormous amount of time playing it. So it's thanks to him for the codes listed below. And don't forget to enter his name instead of your own as the codes will only work with his name. I bet there'll be at least one other (inferior) mag that will print the codes without the name.

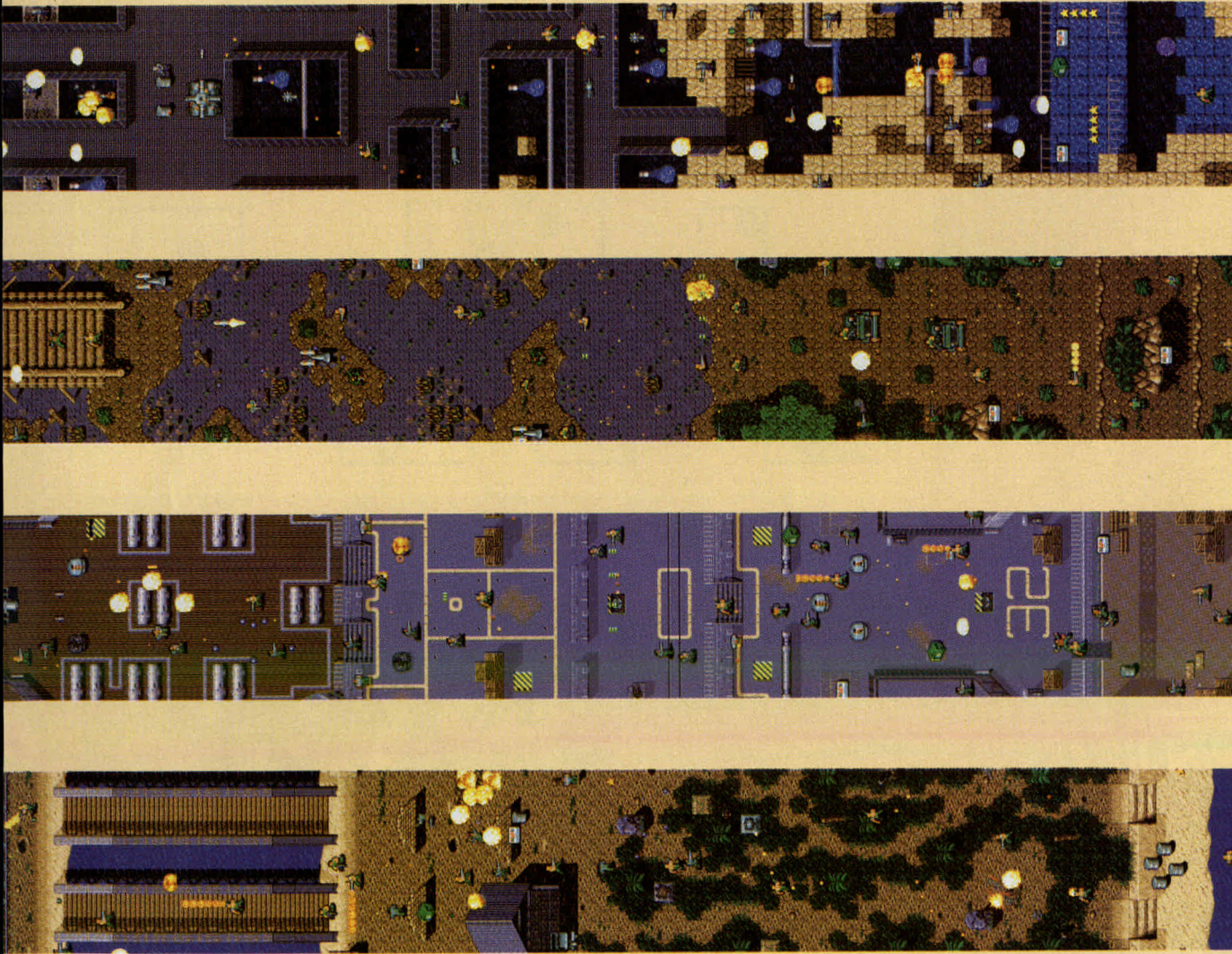
2. CRHIGGAG
3. VJAIAFWG
4. CHUHCDFR
5. GGGHTCBF
6. CDFGVBTB
7. WDTFIWSD
8. DCJFRVGD
9. HBCFEUUC
10. CWWCGSIB
11. VVICARHB
12. CUFDVCVA
13. HSDVUHJA
14. DRTAWGEW
15. WJFBJFDV
16. DICBSEW
17. HGSBFCFU
18. DFIAHBAT
19. AEBACAWT
20. ECUSDVRS



TANGRAM

Yes, I know we said this game was very easy, but we've provided these codes to save you playing through the earlier levels. As you will probably notice the later levels are not really any harder than the first.

- | | |
|-----|-------|
| 10. | 07274 |
| 20. | 14278 |
| 30. | 81093 |
| 40. | 47672 |
| 50. | 27277 |
| 60. | 02675 |
| 70. | 47274 |
| 80. | 91281 |



WARZONE

you find the correct place, it's impossible for any enemy fire to hit you.

The end-of-level guardian is also very easily destroyed. Stand just to the left of the bridge and the enemy fire will bypass you harmlessly, leaving you to shoot safely.

LEVEL 2

Picking up the correct weapon is crucial on this level. To begin with you'll need the grenade lobber to destroy the otherwise indestructible ground targets. Once you've got the weapon, destroy the ground targets and progress onwards keeping hold of the lobber. By the time you reach the helicopter you should have collected enough power-ups to throw three grenades at once. To destroy the helicopter, firstly take out the ground target, then stand well back and simply lob grenades, while avoiding the slow enemy fire.

The rest of the level is hectic, yet fairly easy, as long as you collect the guided rocket launcher found midway through the level. The end-of-level guardian is a large helicopter that fires homing missiles. There's no really safe place to hide so the best tactic is to rapidly fire the guided rockets and outrun the deadly homing missiles.

as you see them.

The tank at the end of the level is easily destroyed, so long as you know where to stand, and if you've got any weapon except the flame thrower. Once you've taken out the snipers stand to the left of the tree on the far right and face the tank. Push yourself against the tree and fire. The tank's homing missiles cannot reach you and the bullets are blocked by the tree!

LEVEL 4

As with Level 3, there's no mid level guardian but there are quite a few tanks to take out. The best tactic here is to stand as far away as possible and at an angle to the tank, and fire. This method will ensure that none of the rockets hit you, but you'll still need to dodge the artillery fire.

The end-of-level guardian is definitely the toughest of the lot. There is no safe place to stand and no true tactic. Your main hope is the guided rocket launcher that can be picked up before encountering the guardian. While you dodge the incoming missiles and bullets you can rapidly hit the fire button without having to concentrate on aiming the weapon, which is some small consolation in the final encounter.

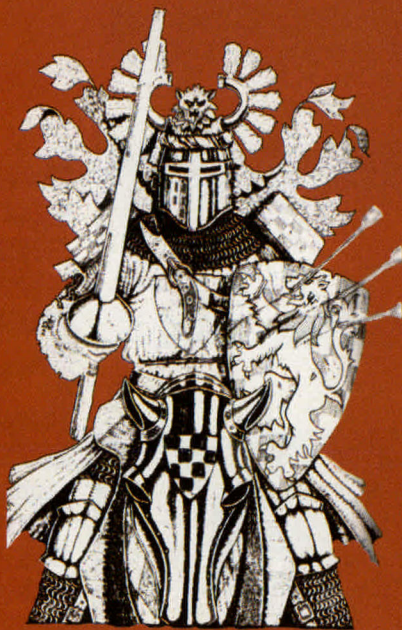
HERO QUEST



These are the levels you have been waiting for. If you have had trouble reaching this far into your quest then I would give up now, things get much tougher as you progress further.

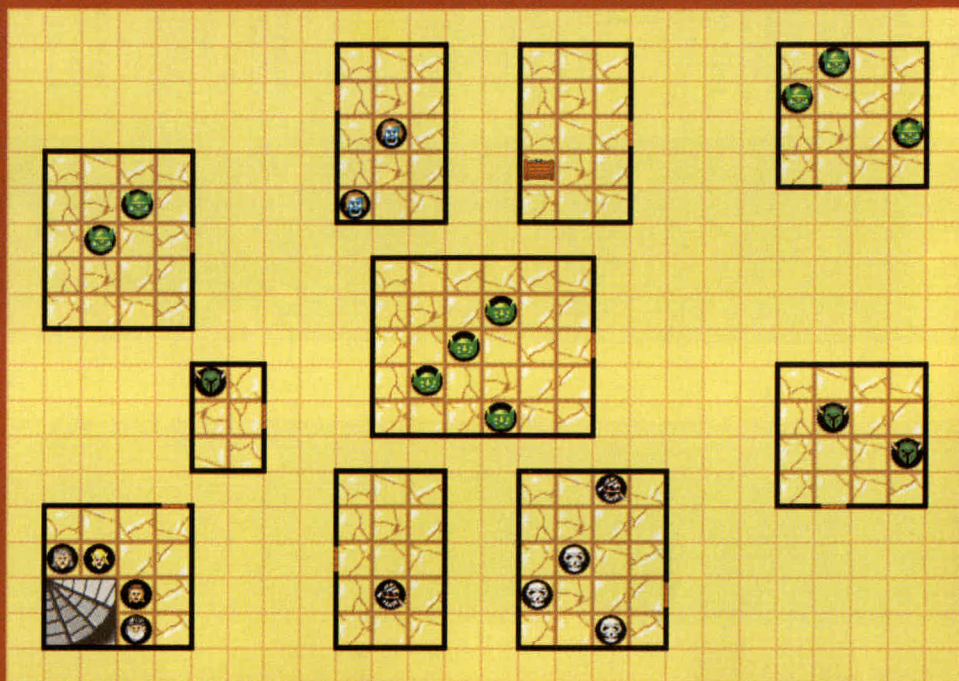
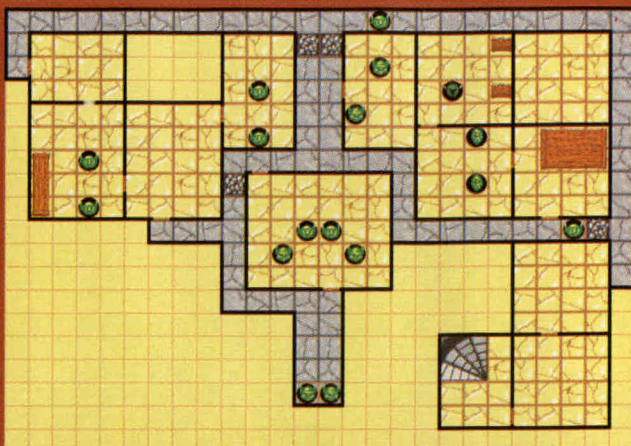
By now your characters should be the proud owners of some heavy artillery in the form of a crossbow. Use it to eliminate any monsters before you enter a room. Also some of your adventurers maybe running low on body points.

You will want to avoid as much combat as possible (the exception being level 11, the Bastion of Chaos). One technique is wait outside an occupied room until you manage to roll a high movement quota. Rush past the assembled monsters and through the opposite door before they have time to react.



LEVEL 9: RACE AGAINST TIME

This level can be fairly straightforward, just make your way to the exit as fast as you can. If, however, you are feeling lucky (and a little greedy) you can pay the Chaos Warrior a quick visit. The chests that he guards each contain 100 gold coins. Unfortunately, you will have to fight your way through and this could prove pretty costly.



LEVEL 10: CASTLE OF MYSTERY

Before you start to play this level here is a quick warning: Any gold found in the castle is fake and completely worthless and will just weigh you down.

On top of this you will be randomly transported each time you step through a door which can prove quite a pain.. It's more hassle than its worth really. Just make for the exit as quickly as you can and escape with your life.



small tips small tips small tips small tips small tips small tips small tips small tips small tips



FULL CONTACT

Now here's a cheat that looks pretty complex, but it's really easy. If you're having problems beating the multitude of superbly animated enemies (that was a joke) that assail you, this cheat is perfect for you. In single player mode type:

QAZWXCDFVTGBYHNUJM

(you mustn't press S for some reason) and at some point along the line of letters your opponent should keel over and die in another extravaganza of animation. Thanks to David Sutcliffe of Oldham for that one.

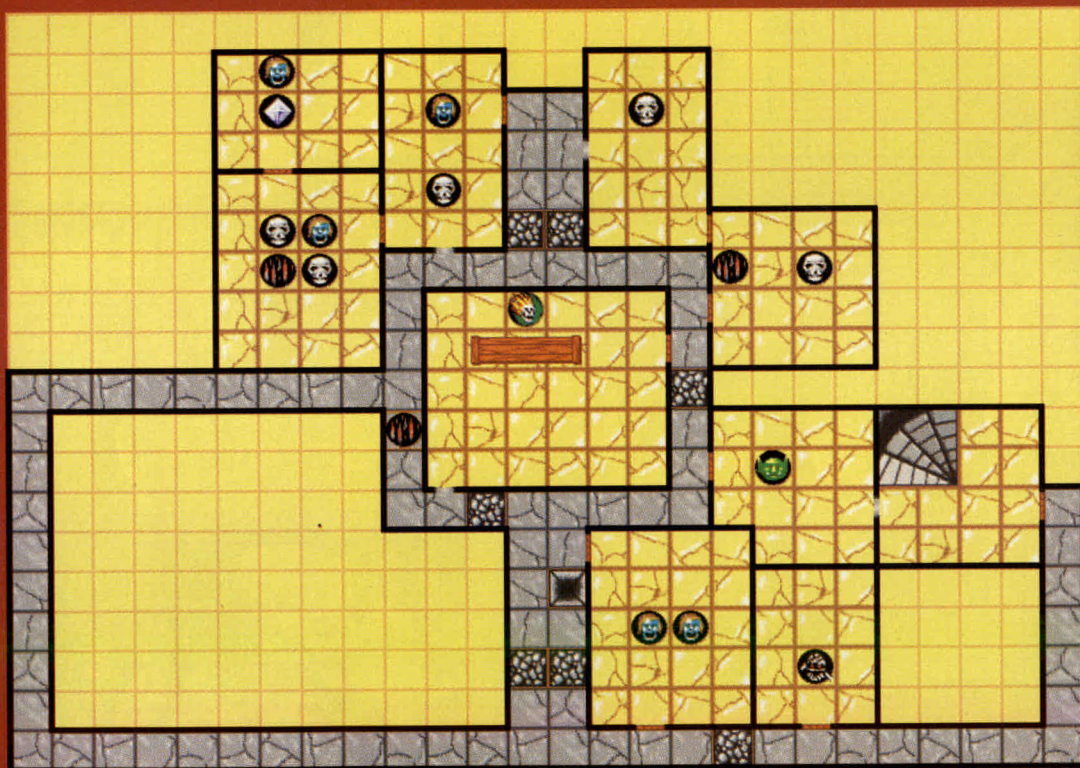
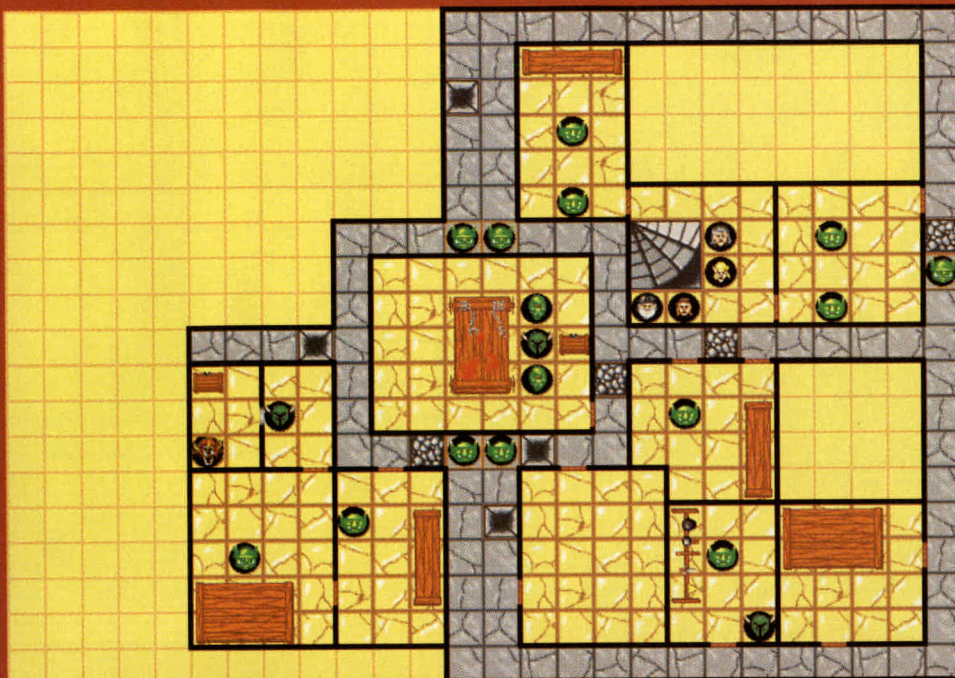


LEVEL 11: THE BASTION OF CHAOS

Everything on this level is straightforward. If it moves kill it. If it doesn't, kill it anyway.

Due to the large amount of combat the Wizard and any other characters with low body points will be more of a hindrance than a help so they should stay at the exit. Barbarians, with sufficient points, should enter the fray.

Stay away from the Gargoyle and his treasure chest, you will just be wasting time. He's pretty protective and won't let you take it without a fight, which could prove pretty costly if you fail.



LEVEL 12: BARAK TOR — BARROW OF THE WITCH LORD

This will be your first meeting with the Witch Lord. At the moment he is strong and powerful, immune to any of your attacks.

Don't waste time fighting him, just run past. Your main aim is to grab the gem — The Star of the West — and escape. You will

return to battle with the Witch at a later date. If you get too excited and decide to take him on in combat you may get killed.

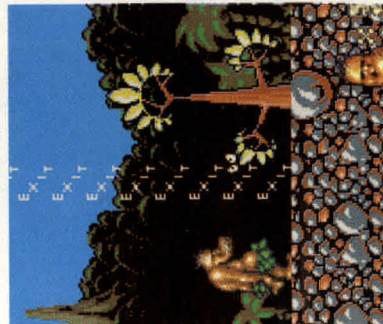
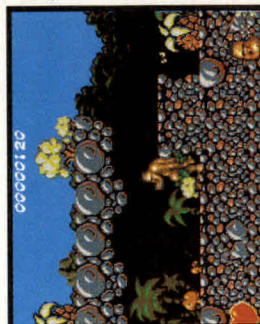


HERO QUEST

CHUCK ROCK

We here at Amiga Action believe that when Core were designing the main sprite for Chuck Rock, they actually commissioned Jason Simmons to pose for them. You must admit that he does bear an uncanny resemblance (huge gut, triple chin, and so on.). However, if you're having trouble controlling our chubby friend here's a few useful hints. On the title page turn on the Caps Lock and type in:

TURN FRAME LEE (level selection),
MORTIMOR (zone),
ESTRANO (flying mode) and
UNCLE SAM (infinite energy).
Ta to K. Tonnesen of Liverpool, a game's on its way.

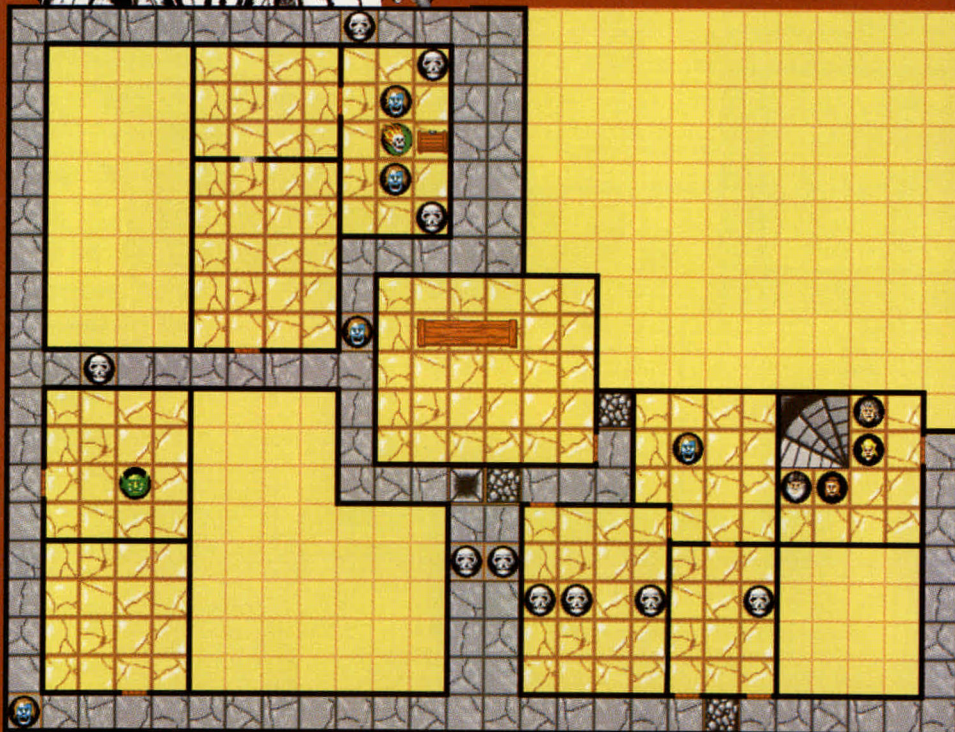
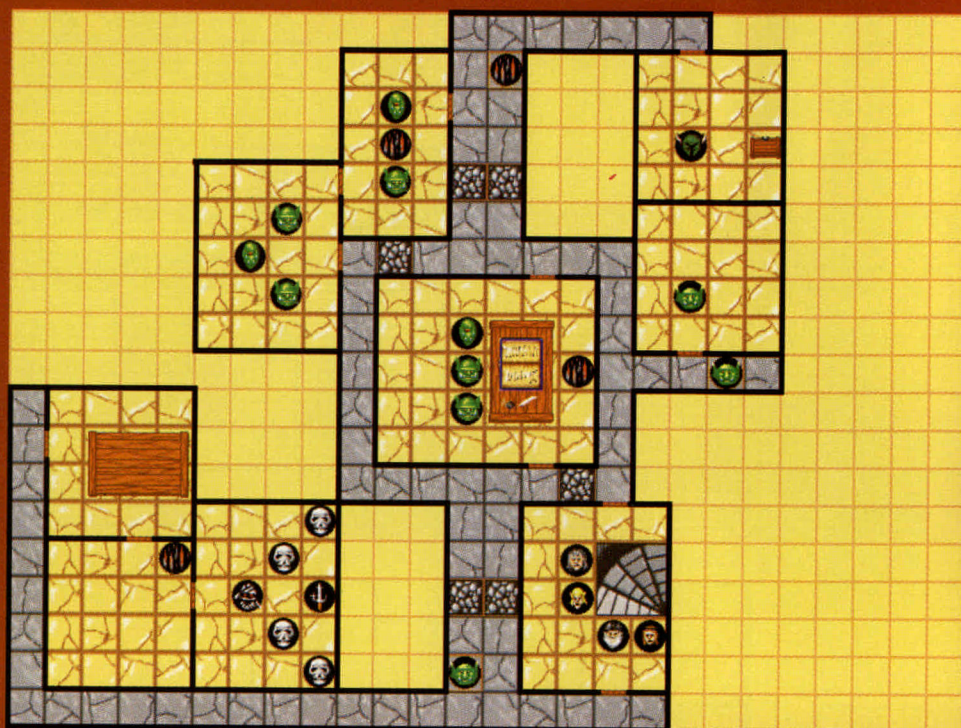


HERO QUEST



LEVEL 13: QUEST FOR THE SPIRIT BLADE

If you are in a hurry you can head straight for the Spirit Blade avoiding the majority of creatures, although you will have a big fight to get your hands on the sword. The chest on this level contains 200 hundred coins so may be worth a visit if you feel you can handle the extra combat involved.

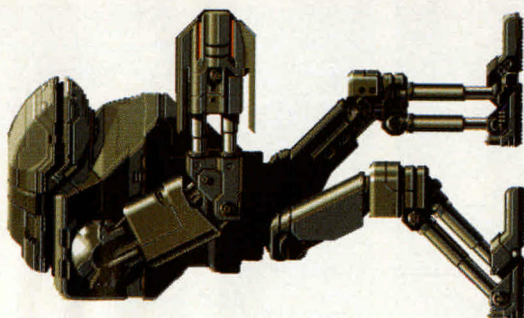


LEVEL 14: RETURN TO BARAK TOR

This is the big one – the final fight with the ultimate horror. Only the Spirit Blade will harm the Witch Lord so ensure that the Barbarian uses it to beat the living daylight out of the evil sorcerer. The other characters should protect the Barbarian as much as possible.



small tips small tips small tips small tips small tips small tips small tips small tips small tips small tips



METAL MASTERS

A small cheat here courtesy of Richard Showell of Essex. While playing Infogrames' latest beat'em-up, simply press F4 to turn off the enemy's automatic mode so that he can't move. You can now take a step forward and kick seven bells out of him without receiving a single hit. How novel!

Finally, we've been receiving letters from people who don't agree with GTGA and says that it spoils their games and doesn't leave you with any challenge. Well, for all those people, all you've got to do is ignore the tips. Obvious really isn't it? And besides, in the regular surveys we do, GTGA comes near the top of the readers' favourites.



Legend Software



16 Linden Gardens, Chiswick, London W4 2EQ Fax: 081-995 1325
Opening Hours 10-6pm Monday-Saturday Tel: 081-747 4757/081-742 1831

TOP TITLES

TITLE	ST	AMIGA
Half Meg Upgrade	N/A	29.99
1 Meg Cricket	N/A	16.99
3D Construction Kit	26.99	26.99
3D Golf	23.99	23.99
4D Sports Boxing	16.99	16.99
688 Sub Attack	16.99	16.99
A10 Tank Killer	22.99	22.99
Action Station	N/A	21.99
Adidas Golden Shoe	15.99	15.99
Advanced Destroyer Sim (A.D.S.)	16.99	16.99
Afrika Korps	16.99	16.99
Agony	18.99	18.99
Alcatraz	16.99	16.99
Alpha Waves	16.99	16.99
Amnios	15.99	15.99
Aquaventura	15.99	15.99
Armalyte	16.99	16.99
Armour Geddon	16.99	16.99
ATF II	16.99	16.99
Atomic Robo Kid	15.99	15.99
A.W.E.S.O.M.E.	21.99	21.99
Back to the Future III	16.99	16.99
Back to the Golden Age	16.99	16.99
Bandit King of Ancient China	21.99	21.99
Barbarian II (Psychosis)	16.99	16.99
Bard Tale III	16.99	16.99
B.A.T.	22.99	18.99
Battle Bound	16.99	16.99
Battle Chess	16.99	16.99
Battle Chess II	16.99	16.99
Battle Command	15.99	15.99
Battle Hawk 1942	16.99	16.99
Battle Master	18.99	18.99
Betrayal	18.99	18.99
Bill Elliotts Nascar Challenge	17.99	17.99
Silly the Kid	15.99	15.99
Blade Warrior	15.99	15.99
Blue Max	18.99	18.99
Bomber Bob	16.99	16.99
Brain Blaster	15.99	15.99
Brat	15.99	15.99
Buck Rogers	18.99	18.99
Cabal	N/A	15.99
Cadaver	16.99	16.99
Cadaver Levels (Pay Off)	10.99	10.99
Captive	15.99	15.99
Carthage	16.99	16.99
Carve Up	16.99	16.99
Celica GT4 Rally	15.99	15.99
Centurion	16.99	16.99
Chips Challenge	16.99	16.99
Chaos Strikes Back	16.99	16.99
Chase HQ	15.99	15.99
Chase HQ II	15.99	15.99
Chuck Rock	15.99	15.99
Chuck Yeagers ATF	16.99	16.99
Colditz	18.99	18.99
Corporation	9.99	14.99
Crime Wave	16.99	16.99
Cruise for the Corpses	16.99	16.99
Cyber Fight	15.99	15.99
Cybercon III	16.99	16.99
Darkman	15.99	15.99
Das Boot	21.99	21.99
Days of Thunder	15.99	15.99
Dick Tracy	15.99	15.99
Disc	15.99	15.99
Double Dragon 3 (The Rosetta)	16.99	16.99
Dragon Lair	26.99	26.99
Dragon Lair II (Timewarp)	26.99	26.99
Dragon Ninja	14.99	14.99
Dragon Wars	16.99	16.99
Dynamite Debugger	15.99	15.99
Elf	15.99	15.99
Elvira Mistress of the Dark	21.99	21.99
Epic	15.99	15.99
ESWAT	16.99	16.99
Euro Superleague	15.99	15.99
Eye of the Beholder	18.99	18.99
F17A	21.99	21.99
F15 Strike Eagle II	19.99	19.99
F16 Combat Pilot	16.99	16.99
F19 Stealth Fighter	19.99	19.99
F29 Retaliator	15.99	15.99
Feudal Lords	16.99	16.99
Final Conflict	16.99	16.99
Final Whistle	15.99	15.99
Flight of the Intruder	19.99	19.99
Fore Play	15.99	15.99
Future Basketball	16.99	16.99
Gauntlet III	16.99	16.99
Genghis Khan	21.99	21.99
Gods	15.99	15.99
Gold of the Aztecs	15.99	15.99
Golden Age	15.99	15.99
Gun Boat	16.99	16.99
Gunship 2000	21.99	21.99
Hard Drivin II	14.99	14.99
Harpoon (1 Meg)	19.99	19.99
Hawk	19.99	19.99
Heros Quest (1 Meg)	21.99	21.99
Hill Street Blues	15.99	15.99
Immortals	15.99	15.99
Imperium	16.99	16.99
Indianapolis 500	16.99	16.99
International Ice Hockey	16.99	16.99
I Play 3D Soccer	16.99	16.99
Iron Lord	15.99	15.99
Isidore	18.99	18.99
Ivanhoe	14.99	14.99
James Pond	14.99	14.99
Joe Montana Football	16.99	16.99
Jupiters Masterdrive	15.99	15.99
Kick Off II (1 Meg)	15.99	15.99
Kick Off II (Half Meg)	12.99	12.99
Killing Cloud	15.99	15.99
Last Ninja II	15.99	15.99
Leisure Suit Larry III	26.99	26.99
Lemmings	15.99	15.99

TOP TITLES

TITLE	ST	AMIGA
Line Of Fire	16.99	16.99
Loom	18.99	18.99
Lost Patrol	14.99	14.99
Lotus Esprit	15.99	15.99
M1 Tank Platoon	19.99	19.99
Mad Professor Moriarty	15.99	15.99
Magnetic Scroll	18.99	18.99
Manchester United Europe	15.99	15.99
Mega Traveller I	19.99	19.99
Mercs	15.99	15.99
Metal Master	15.99	15.99
Metal Mutant	15.99	15.99
Midnight Resistance	14.99	14.99
Midwinter	19.99	19.99
Midwinter II	19.99	19.99
Mig 29 (Fulcrum)	21.99	21.99
Monkey Island	16.99	16.99
Moonbase	22.99	22.99
Moonshine Racers	15.99	15.99
Moonstone	21.99	21.99
M.U.D.S.	15.99	15.99
Murder	16.99	16.99
Mytical	15.99	15.99
Myth	15.99	15.99
Nam 1965-1975	18.99	18.99
Narc	15.99	15.99
Navy Seals	15.99	15.99
Neverending Story II	16.99	16.99
Nightbreed (Adventure)	15.99	15.99
Nightshift	16.99	16.99
Ninja Remix	14.99	14.99
Nitro	15.99	15.99
Obitus	21.99	21.99
Operation Stealth	16.99	16.99
Operation Thunderbolt	15.99	15.99
Pang	15.99	15.99
Panza Kick Boxing	16.99	16.99
Paradroid 90	16.99	16.99
PGA Tour Golf	16.99	16.99
Plotting	15.99	15.99
Populous + Sim City	21.99	21.99
Powermonger	18.99	18.99
Predator II	15.99	15.99
Prehistorik	16.99	16.99
Prince of Persia	15.99	15.99
Puzznic	15.99	15.99
Rainbow Islands	14.99	14.99
Railroad Tycoon	22.99	22.99
R.B.I. Baseball II	17.99	17.99
Renegade (Coin Op - Hits)	14.99	14.99
Rick Dangerous II	16.99	16.99
Robocop	14.99	14.99
Robocop II	15.99	15.99
Rouge Trooper	14.99	14.99
R-Type	16.99	16.99
Savage Empire	19.99	19.99
Search for the King	19.99	19.99
Shadow of the Beast II	15.99	21.99
Shadow Dancer	16.99	16.99
Shadow Warrior	15.99	15.99
Sim Earth	16.99	16.99
Simpsons	15.99	15.99
Skor or Die	16.99	16.99
Ski & Crossbones	15.99	15.99
Sly Spy	15.99	15.99
Snow Joke	15.99	15.99
Space Age	26.99	26.99
Speedball II	15.99	15.99
Spindizzy Worlds	16.99	16.99
Spirit of Excalibur	19.99	19.99
Star Control	16.99	16.99
Star Trek V	16.99	16.99
Strider II	15.99	15.99
Super Cars II	15.99	15.99
Super Monaco GP	16.99	16.99
Super Off Road Racing	15.99	15.99
Supremacy	19.99	19.99
Swap	16.99	16.99
Switch Blade II	15.99	15.99
SWIV	16.99	16.99
Team Suzuki	15.99	15.99
Team Yankee	19.99	19.99
Teenage Mutant Heroes	16.99	16.99
Terminator II	14.99	14.99
Test Drive III	15.99	15.99
The Punisher	16.99	16.99
The Simpsons	15.99	15.99
Their Finest Hour	19.99	19.99
Their Finest Mission	19.99	19.99
Toki	15.99	15.99
Torvak the Warrior	15.99	15.99
Total Recall	15.99	15.99
Tournament Golf	16.99	16.99
Turrican	9.99	9.99
Turrican II	15.99	15.99
Ultimate Ride	16.99	16.99
Ultimate V	18.99	18.99
UMS II	19.99	19.99
UN Squadron	15.99	15.99
USS John Young	16.99	16.99
Vaxine	15.99	15.99
Vendetta	16.99	16.99
Viz	16.99	16.99
Voodoo Nightmare	15.99	15.99
Warlock the Avenger	14.99	14.99
War Zone	15.99	15.99
White Death (1 Meg)	18.99	20.99
Wild Wheels	15.99	15.99
Wings (Half Meg)	18.99	18.99
Wings (1 Meg)	18.99	18.99
Wolfpack	18.99	18.99
Wonderland	18.99	18.99
World at War	16.99	16.99
Wrath of the Demon	18.99	18.99
Xiphos	16.99	16.99
Ziltrax	16.99	16.99
Z-Out	16.99	15.99

COMPILATIONS

HOLLYWOOD COLLECTION RoboCop, Ghostbusters 2, Indiana Jones and Batman the Movie ALL FOUR GAMES FOR ONLY £17.99	EDITION ONE Double Dragon, Xenon, Gemini Wing and Silkworm ALL FOUR GAMES FOR ONLY £15.99
POWER PACK Xenon 2, TV Sports Football, Bloodwych and Lombard Rally ALL FOUR GAMES FOR ONLY £14.99	SOCCER MANIA Football Manager 2, Gazza's Soccer, Microprose Soccer and Fball Manager 2 World Cup Edition ALL FOUR GAMES FOR ONLY £16.99
TNT Hard Drivin, APB, Xybots, Toobin and Dragon Spirit ALL FIVE GAMES FOR ONLY £15.99	FULL BLAST Chicago 90, Rick Dangerous, Highway Patrol 2, P47, Carrier Command and Ferrari Formula One ALL SIX GAMES FOR ONLY £17.99
LIGHT FORCE Bio Challenge, IK+, Voyager and R Type ALL FOUR GAMES FOR ONLY £14.99	CHALLENGERS Kick Off, Super Ski, Fighter Bomber, Great Courts and Stunt Car Racer ALL FIVE GAMES FOR ONLY £17.99
FUN BOX Kult, Purple Saturn Day, Hostages and Operation Neptune ALL FOUR GAMES FOR ONLY £8.99	FLIGHT COMMAND Eliminator, Strike Force Harrier, Lancaster, Sky Fox and Sky Chase ALL FIVE GAMES FOR ONLY £12.99
MASTER MIX Super Wonderboy, Turbo Outrun, Dynamite Dux, Thunderblade and Crackdown ALL FIVE GAMES FOR ONLY £16.99	COMPUTER HITS VOL 2 Tetris, Joe Blade, Golden Path and Black Shadow ALL FOUR GAMES FOR ONLY £6.99
PLATINUM Black Tiger, Strider, Forgotten Worlds and Ghouls & Ghosts ALL FOUR GAMES FOR ONLY £16.99	MIND GAMES Austerlitz, Waterloo and Conflict in Europe ALL THREE GAMES FOR ONLY £14.99
HEROES Barbarian 2, Running Man, Star Wars and Licence to Kill ALL FOUR GAMES FOR ONLY £16.99	BIG BOX Captain Blood, Safari Guns, Teenage Queen, Bubble Plus, Tin Tin on the Moon, Purple Saturn Day, Krypton Egg, Jumping Jackson, Bo Bo, Hostages ALL TEN GAMES FOR ONLY £16.99
MAGNUM 4 Afterburner, Double Dragon, Operation Wolf and Batman Caper ALL FOUR GAMES FOR ONLY £17.99	FIST OF FURY Dynamite Dux, Shinobi, Ninja Warriors and Double Dragon II ALL FOUR GAMES FOR ONLY £16.99
WHEELS OF FIRE Hard Drivin, Chase HQ, Powerdrift and Turbo Outrun ALL FOUR GAMES FOR ONLY £15.99	POWER UP Altered Beast, Rainbow Island, X Out, Chase HQ and Turrican ALL FIVE GAMES FOR ONLY £17.99
PRECIOUS METAL Xenon, Captain Blood, Crazy Cars and Arkonoid ALL FOUR GAMES FOR ONLY £14.99	

BUDGET TITLES UNDER £10.00

3 Stooges	8.99	6.99
3D Pool	8.99	8.99
Afterburner	6.99	6.99
Arkonoid II	6.99	6.99
Axel Magic Hammer	6.99	6.99
Baal	8.99	8.99
Ballistik	8.99	8.99
Barbarian II	6.99	6.99
Batman Caped Crusader	6.99	6.99
Blastoid	6.99	6.99
Blood Money	8.99	8.99
Centrefold Squares	6.99	6.99
Chuckie Egg 1	8.99	8.99
Chuckie Egg 2	7.99	7.99
Colossus Chess	6.99	6.99
Continental Circus	6.99	6.99
Corporation + Mission Disk	N/A	9.99
Crazy Cars	6.99	6.99
Daily Double Horse Racing	6.99	6.99
Daley Thompson Olympic Chall	6.99	6.99
Def of the Earth	6.99	6.99
Defender of the Crown	8.99	8.99
Deluxe Strip Poker	6.99	6.99
Double Dragon	6.99	6.99
Forgotten Worlds	6.99	6.99
Gauntlet II	6.99	6.99
Gremlin II	N/A	7.99
Hard Drivin	6.99	6.99
Hitch Hikers Guide to Galaxy	6.99	6.99
IK+	6.99	6.99
Infestation	8.99	8.99
Kick Off-Extra Time	6.99	6.99
Last Ninja II	6.99	6.99
Leather Goddess of Phobos	8.99	8.99
Licence to Kill	6.99	6.99
Michael Jackson Moonwalker	6.99	6.99
North + South	6.99	6.99
Operation Wolf	6.99	6.99
Out Run	6.99	6.99
Passing Shot	8.99	8.99
Phantasy World Dizzy	6.99	6.99
Photon Paint	N/A	6.99
Predator	6.99	6.99
RAC Lombard Rally	6.99	6.99
Rambo 3	6.99	6.99
Red Heat	6.99	6.99
Road Blaster	6.99	6.99
R-Type	6.99	6.99
Run the Gauntlet	6.99	6.99
Shadow of the Beast	8.99	8.99
Silk Worm	6.99	6.99
Speedball	8.99	8.99
Super Hang On	6.99	6.99
Super Offroad Racer	9.99	9.99
Switch Blade	6.99	6.99
Sword of Sodan	6.99	6.99
Table Tennis Simulation	6.99	6.99
Tank Attack	7.99	7.99
Thunderblade	6.99	6.99
Tiger Road	6.99	6.99
Toobin	6.99	6.99
Treasure Island Dizzy	4.99	4.99
Trivial Pursuit	N/A	8.99
TV Sports (US) Football	8.99	8.99
Typhoon Thompson	6.99	6.99
Vigilante	6.99	6.99
WC Leaderboard	6.99	6.99
Wizball	6.99	6.99
Xenon	8.99	8.99
Zork I	8.99	8.99

0898-234228 24 HOUR CREDIT CARD LINE

(44p peak period 33p off peak period)

AA SEPTEMBER

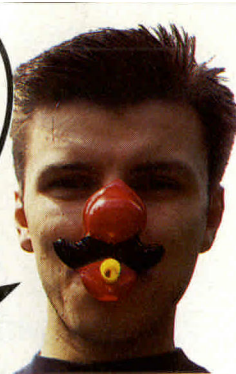
Please charge my Access/Visa card no.

Expiry date:



Lovely boys,
lovely boys. Keep
those shoulders
back now.

WHEELER



Yahoo! We're 2!



Although it seemed like it would never happen, it has — Amiga Action is proud to announce that it has reached its 2nd birthday. Hurrah! The Amiga Action staff has changed quite a bit from the early days so we thought it would be nice to introduce all those newish members to you. To celebrate our birthday we decided to hold a party but as you can see things got a little out of hand. Even the editor was unprotected and suffered a trifle in the face. Read on...

STEPHEN WHITE

Job: Editor

Previous Job: Lettuce Cutter

Likes: Design Editors, Little Chef's Grill, Lucasfilm, Spectrum 128k, the sunny South, kicking reviewers

Hates: Other Amiga mags, Viruses, Brussel Sprouts, tights, shaving, dentist, deadlines

Fav game: Battlehawks 1942

Worst game: Prehistoric Tale

Quote: Not two disks this month!

PAUL MCINTYRE

Job: Assistant Design Editor

Previous Job: Student

Likes: Exotic women, foreign food, not so exotic women, serious beer, sex, drugs & Manic St Preachers

Hates: Pessimists, optimists, realists, existentialists, anarchists and dirty toilet seats

Fav game: Monkey Island 2

Worst game: Hunchback (I'm told)

Quote: Do the washing up, Jason.

JANE GOLLNER

Job: Design Editor

Previous Job: Hairdresser

Likes: Enormous motorbikes, listening to live bands, sun tans, Italian villas, men that wash up.

Hates: Stitch-up merchants (21 quid!!!), people who pretend to like you, but don't really.

Fav game: Prince of Persia

Worst game: Kick Off 2

Quote: Red on green should never be seen!

MARC KEATING

Job: Assistant Design Editor

Previous Job: Art Editor

Likes: The Doors, going to the local, getting stoned, women, loud music.

Hates: Jehovah Witnesses, the dentists, walking home, overtime.

Fav game: Round Up 5

Worst game: Indianapolis 500

Quote: £21! I can get it for £7.

Go ahead punk,
make my day!

WOODY ALLEN

Are you sure this hat
is less conspicuous
than a toupé?

AMIGA ACTION
PEACE PIPE

NUTTER

NUTTER

Why does the
nutter always sit
next to me?



Hi honey,
I'm home.



I wish I'd
started next
week.

Chocks away,
and jolly tally ho.



JASON SIMMONS

Job: Staff Writer

Previous Job: Graphic Artist

Likes: Food, paintball, role-playing, comics, heavy metal and cats.

Hates: Sundays, Bob Monkhouse, being skint, noisy kids and work experience people.

Fav game: Stunt Car Racer

Worst game: Super Mario World

Quote: I suppose I'm going to have to do the washing up again!

DOUG JOHNS

Job: Going home early

Previous Job: Shop assistant at GB Microland

Likes: Down South, paintball, role playing, comics, driving fast, Indian take aways, Monopoly, a good session down the pub.

Hates: Northern weather, bills,

British Rail (because the trains are always late), being skint, speeding fines, reviewing crap games.

Fav game: Any RPG

Worst game: Tangram

Quote: I didn't realise my car went that fast officer!

PETER LEE

Job: Staff Writer

Previous Job: Software Development

Likes: Football, The Smiths, Gino's Pizzas, foreign holidays, Ben Elton and Indie guitar music.

Hates: Man Utd, noisy kids, nagging women and crap football games.

Fav game: Kick Off 2

Worst game: Plotting

Quote: What's herpes?

THE QUEEN'S SPEECH

Well there you go. You now know who the people on Amiga Action are and what their responsibilities entail. As you can see, the team changes quicker than Doug's undies (once a year!).

We must take time to thank you, the reader, because without you Amiga Action would not be the success it is.

We hope that you have had as much enjoyment reading the mag as we have creating it. A reader's survey has been included in this month's Amiga Action so if you have any ideas for improvements send them in and we'll see what we can do.

Let's hope that the years to come are as promising. God bless you and all who sail in you.



It's my
party and
I'll cry if I
want to!



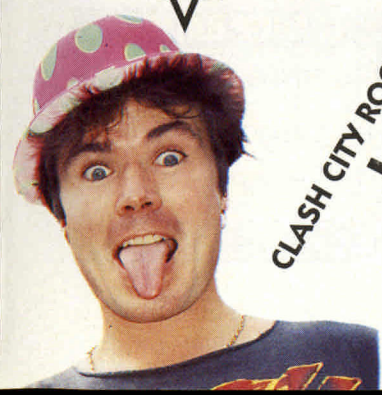
So I suppose you
think that's funny.



I'm laughin'.
HURRAH!!

I'm still laughin'.

I don't want to
play any more!



CLASH CITY ROCKER



WHO INVITED
DEPUTY
DAWG?

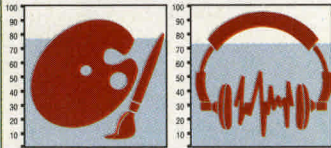
Billiards II

ACTION INFO

BILLIARDS II

INFOGRADES £25.53

TEAM: TUAN DO CAO & M. MEGHACHI



It's pretty easy to sum up Billiards II. If you like Billiards and Pool then you'll love this. The 3-D view makes the game very attractive and extremely realistic. But unfortunately this game won't appeal to everyone, and the more blood-thirsty among you will probably find it very boring. For the more placid games player.

LEAGUE RATING

28 ITALY 1990

29 BILLIARDS II

30 I PLAY 3D SOCCER

SPORT SIMS

SPORT SIM



With a table in the majority of good pubs pool is a very popular game. It's quick and doesn't keep you tied to

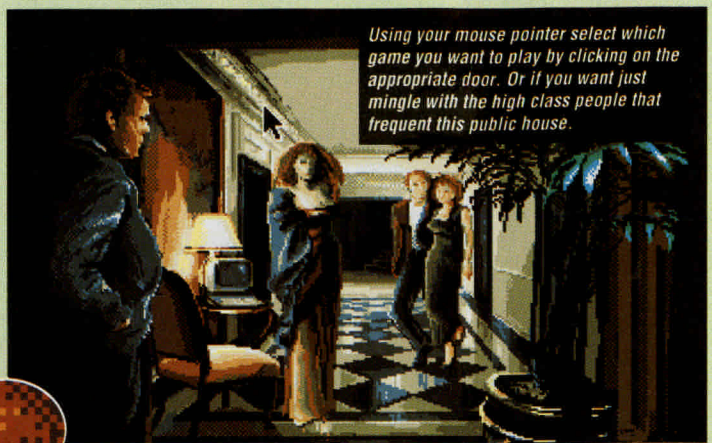
the table for over an hour like snooker can, and a lot easier due to the size of the balls and table.

But this is Billiards II I hear you say! Well, in this game as well as getting two billiards games to try your hand at, there's also two pool games (numbered and normal league pool) and two Q-ball variations.

Each game puts you on the end of the cue, and it's your choice to whether you play from an overhead or solid 3-D view of the table. Ball control is also available by selecting where you cue the white.

Rest assured either way will prove a challenge with only the most skilful players potting the balls.

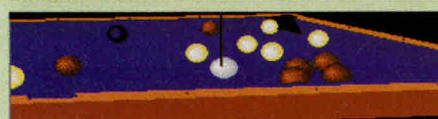
OVERALL SCORE
75%



Using your mouse pointer select which game you want to play by clicking on the appropriate door. Or if you want just mingle with the high class people that frequent this public house.



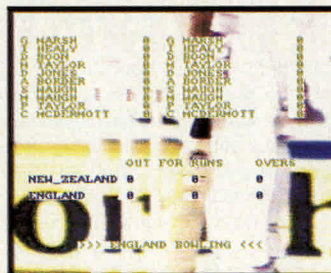
Q-ball is just your basic Billiards game with a few more balls and a weird table. But if you think that it'll be fairly easy to pot the balls think again.



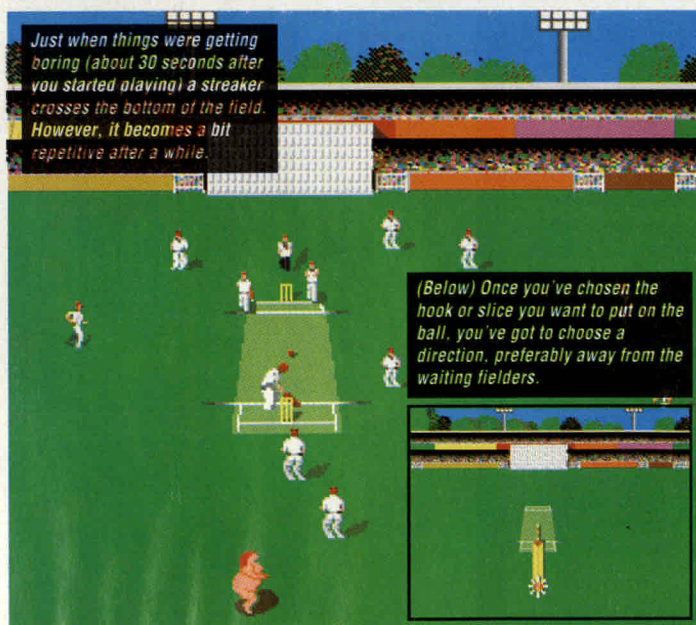
If the overhead view isn't good enough for you there's the classy 3-D view. It's so realistic you can fall down the pockets of the table.



Change the names and make a team comprising your mates. But if you've got friends they should take this game away from you.



As you can see there's no score at the moment, but it won't be long before the runs starting mounting up. It's up to you how long you want to play.



Just when things were getting boring (about 30 seconds after you started playing) a streaker crosses the bottom of the field. However, it becomes a bit repetitive after a while.

(Below) Once you've chosen the hook or slice you want to put on the ball, you've got to choose a direction, preferably away from the waiting fielders.

Cricket

SPORT SIM



With the cricket season in mid progress it's the perfect time for a cricket game to simulate the action

and give you the chance to coach and play in your own team. And here it is thanks to the lovely people at Soundware.

From the start of the game you're in control with the whole team awaiting your orders. Position the fielders in the right places and take the bat in your own hands and score a six by whacking the ball over the boundary.

Make it as difficult as possible for your team, or if you're the sort of person who likes to win then the same options can help you out. Set the opposing fielders reaction at the slowest possible rate and just watch the ball go straight through – could be handy for the England squad!

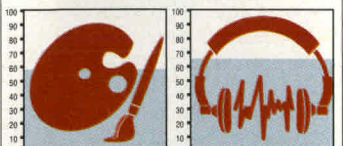
OVERALL SCORE
68%

ACTION INFO

CRICKET

SOUNDWARE £29.99

TEAM: DARYL HENDEN



Cricket requires one meg of memory, and lord knows why when you see the game. It's not as if the computer's clever as many a time it has thrown the ball in totally the wrong direction. The game is quite pricey as well considering it was programmed in AMOS. It might appeal to the biggest Cricket fans, but I don't think so.

LEAGUE RATING

55 STRIKER

56 CRICKET

57 GAZZA II

SPORT SIMS



Sports games are a pretty popular thing. Most people enjoy a good bash at a sports game, especially when

you can compete against a mate and show him who's the boss. But there are only so many sports to write games about before you have to come up with some new ideas, and that's where the future comes in very useful.

The future is perfect for computer games because you can incorporate any idea you want. Whether it happens to be hover boards or laser enhanced bats, you're still OK because it's in the future. But it doesn't matter how many ideas you might come up with, there's one ancient thing that nearly always manages to make it's way into a futuristic sports game – a ball.

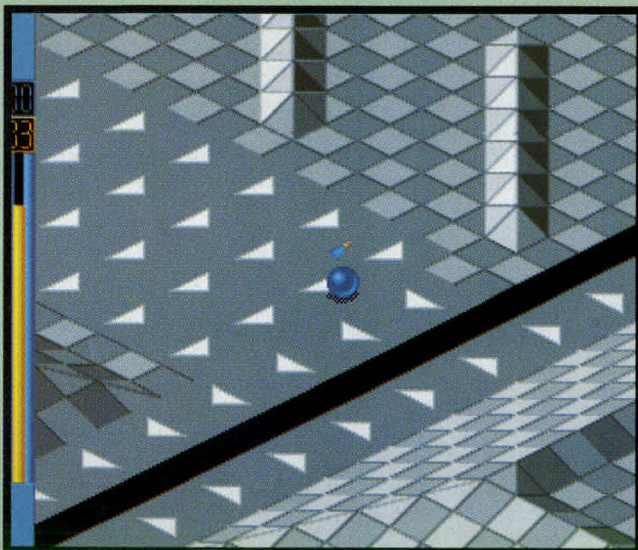
In this slippery sports game you control a large ball that zooms about a bas-relief playing-field attempting to fire another smaller

ball into an opponent's goal. Collecting this smaller ball is made easy due to a magnetic field that you can emit. This attracts the smaller ball to you so that you can then fire it towards the opponent's goal.

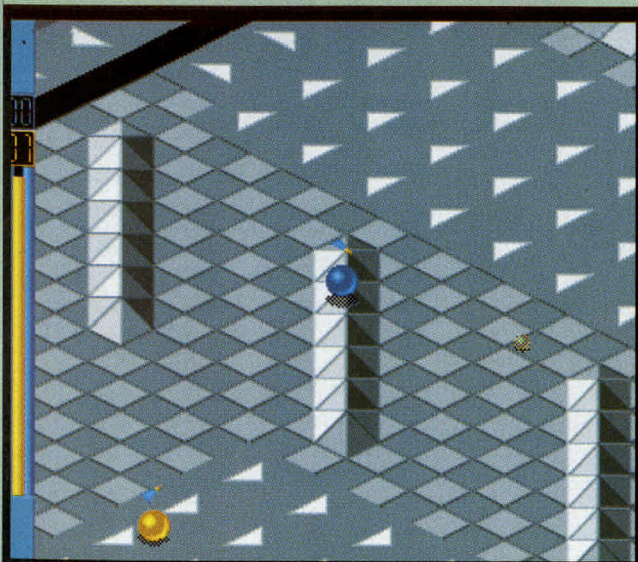
Unfortunately, you can not move while in possession of the ball so as soon as you get hold of it, line it up, and fire it so you can go again. But even when you are not holding the ball your movement can be effected by the by various tiles that are dotted around the pitch. These can push you in certain directions or even throw you up into the air.

However, if the game is too hard for you, then fear not. There is a handy options screen that can be altered before you start the game and this will change a number of factors, like the gravity, so that the jumps become quite zany and the pitch is much more slippery.

OVERALL
SCORE
67%



The power arrows can help or hinder you. If they point in the way you want to go they'll give you that little extra speed, but if not you'll have to steer round them.

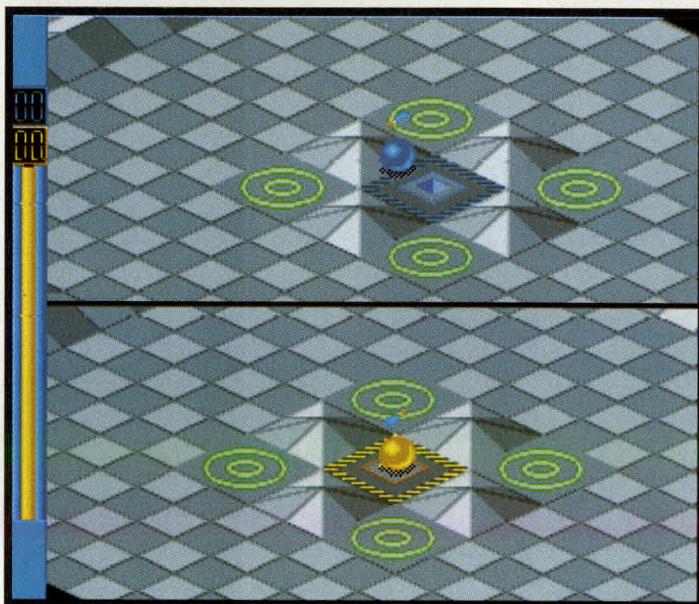


Once you've found the ball try to keep hold of it. Even on the easy level the computer is pretty good and it'll take a while for you to beat it.

Sliders



There are 12 different pitches to play on which isn't very many when you think about it. The game could certainly have done with a few more.



The two player mode is what really saves Sliders from being a very boring game. Playing against a friend can become very addictive just like all two player games.

A C T I O N I N F O							
	SLIDERS PALACE £25.99 TEAM: MICROIDS						
Sliders is a perfect example of a game that could have been very good, but unfortunately didn't quite make it. The graphics are pretty good and move extremely fast, and is sound OK, but the gameplay is just too repetitive and shallow. The only aspect that manages to save it is the presence of a two player mode which makes the game much more fun. Not a bad game if you've got a friend to play with (fnar!), but otherwise the game is a bit dire so give it a miss.	LEAGUE RATING <table border="1"> <tr> <td>42</td> <td>ADDIDAS SOCCER</td> </tr> <tr> <td>43</td> <td>SLIDERS</td> </tr> <tr> <td>44</td> <td>PASSING SHOT</td> </tr> </table> S P O R T S S I M S	42	ADDIDAS SOCCER	43	SLIDERS	44	PASSING SHOT
42	ADDIDAS SOCCER						
43	SLIDERS						
44	PASSING SHOT						



STRATEGY



"We're professional soldiers. We fight any enemy the President designates."
David M Shoup,
Commandant USMC, 1961.

From the capture of Mexico City in 1848 through two World Wars, Korea and Vietnam, the United States Marine Corps has a combat record second to none. With the Halls of Montezuma you can prove that you are capable of keeping up with the best of them.

There are eight scenarios for you to battle through. Each represents a real conflict that the USMC has participated in. Whether it's at Mexico City in 1847 or Hue, Vietnam in 1968 you will be faced with the same tactical decisions as in real combat.

You command your forces at the Company level. Not only do you control the frontline



After intermittent fighting the Marines 5th Regiment prepares to assault an Israeli headquarters. The use of armoured vehicles is essential in urban combat. Without them unprotected infantry stand little chance against a well prepared defender.

combat units but also air-strikes and resupplies. Each unit has its own statistics that define its fighting abilities. You will have to utilise the strengths of each unit if you are to be victorious.

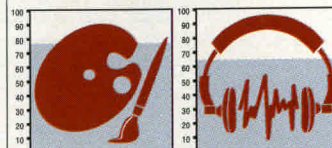
In addition to the scenarios a designer is included. Everything

from the composition of forces to actual land formations can be generated to suit your preferences. You can even add jet fighters to World War One scenarios!

OVERALL
SCORE
81%

ACTION INFO

HALLS OF MONTEZUMA
ELECTRONIC ARTS £25.99
TEAM: SSG



Montezuma isn't technically more competent than any other strategy game, but it does have other good points. For a start the graphics are better than usual. Secondly the scenario editor is the best I have seen so far, very comprehensive. A word of warning though, to play this game you will need a megabyte of memory.

LEAGUE RATING

29 GOLD OF THE AMERICAS

30 HALLS OF MONTEZUMA

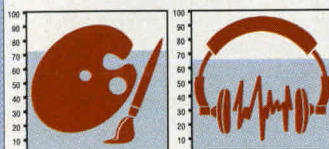
31 ARNHEM

STRATEGY

Conflict: Middle East

ACTION INFO

CONFLICT: MIDDLE EAST
U.S. GOLD £30.99
TEAM: SSI



Without a doubt SSI are the kings of the strategy market. Barely a month goes by without them releasing something. By now many people will be familiar with their operating system and will be able to plough into Conflict: Middle East without any problems. SSI fans will enjoy this product but unfortunately this sort of thing has been seen so many times before.

LEAGUE RATING

38 STORM ACROSS EUROPE

39 CONFLICT: MIDDLE EAST

40 AFRIKA KORPS

STRATEGY

STRATEGY



On October 6, 1973 the Arab artillery started firing. From that day the very existence of Israel has been threatened. For years battles have raged backwards and forwards over the areas of Jordan, Sinai, Egypt and Israel.

The Suez Canal has always been a focal point for these conflicts with both the Israeli and

Egyptian governments eager to achieve control of this major form of revenue. Now is your chance to assume control of either side in this historic battle and see if you can do better than the real life generals.

Conflict: Middle East uses brigade and regiment sized units to represent the forces of the two armies. Everything from a Kuwaiti infantry brigade to flights of MiG-21 fighters is included and all have statistics that effect their fighting

abilities.

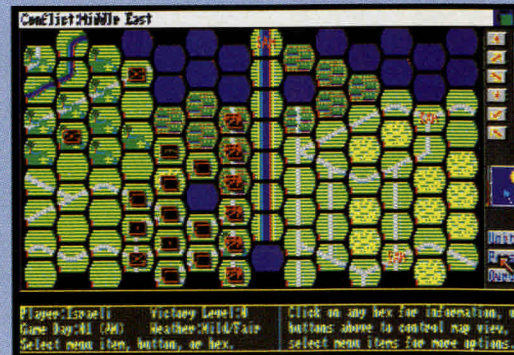
The battle area is mapped out using hexes, each 10km across. Marsh, sand, rivers, mountains and so on all limit the fighting abilities of your units. For example, you can resupply your units faster via roads but to keep your units sitting on the tarmac makes them sitting ducks. So what do you do?

As your fight with the enemy progresses you will be faced with many problems of a similar nature. You will have to overcome the same obstacles as your real life counter part. But unlike the real world in this simulation you can return to have have another go.

OVERALL
SCORE
74%



The strategic overview allows you to quickly check on your forces and how the battle is progressing. Due to the fog of war some of the information you receive from your commanders may be incorrect but that's a risk you have to take.



The Suez Canal is a major focal point for the conflict. Whoever controls it will receive a big bonus to their income. Here we see several Israeli armoured units waiting for an enemy assault on their positions.

SPECIAL LAUNCH OFFER

UPGRADES ★ UPGRADES ★ UPGRADES

Amiga 1/2 Meg Upgrades no Clock includes On/Off Switch £19.95
 Amiga 1/2 Meg Upgrades with Clock and Switch £24.95
 Amiga 1.5 Meg Upgrades (Upgrades to 2Mb) £69.95
 Atari STFM Solderless Upgrades (Upgrades to 1Mb) £49.99

All Upgrades Full Populated and includes either Free Memory Checker or Demo Disk and Full Technical Support

3.5 inch DS/DD Disk's 100% Error Free	1-49 35p each 49-99 31p each 100+ 28p each
All Disk's include Free Labels	
40 Cap Locking Disk Box 3.5 inch	£3.99 each
80 Cap Locking Disk Box 3.5 inch	£4.99 each
Null Modem Lead for Back to Back Communications	£3.99 each
Amiga 4 Player Adaptor Lead	£4.99 each
ST 4 Player Adaptor Lead	£4.99 each
Joystick Extension Leads	£4.99 each
Amiga and ST Dust Covers	£2.99 each
Mouse Mats Top Quality	£1.99 each

All prices include VAT. Postage and Packing is extra. Please ask when ordering

Credit Card Hot Line 0602 464188

Cheques, Postal Orders to:

**Richards Developments, 14 Windmill Way, Kegworth,
Derby DE7 4FA**

All products carry a full five year warranty.

Public Domain for the Atari STFM and Amiga available.

For Full Catalogue send £1.00.

DIAL - A - TIP CHEATLINE

FOR ALL THE LATEST:
 POKES, CHEATS, TIPS, ETC.
 FOR COMPUTERS
 AND CONSOLES
 RING NOW ON:



0898 101234

UPDATED WEEKLY

FROM IRELAND DIAL : 03000 21244

0898 338933

LIVE COMPUTER HELPLINE

Between 12 noon & midnight 7 days a week
 PRIZES EACH MONTH FOR THE BEST CHEATS,
 HINTS, TIPS & SOLUTIONS

PLEASE GET PERMISSION TO RING. CALLS CHARGED AT 33p PER
 MINUTE CHEAP RATE AND 44p PER MINUTE AT ALL OTHER TIMES.

PROPRIETOR: J. C. WRIGHT

PO BOX 54, S.W. MANCHESTER, M15 4LS

DIAL - A - QUIZ

Presents THE ...

TO CATCH A THIEF COMPETITION

... WIN ... WIN ... WIN ... WIN ... WIN ... WIN ... WIN ... WIN ...

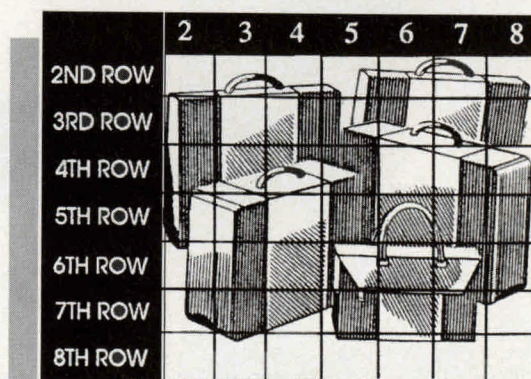
USE YOUR PHONE TO LOCATE THE HIDDEN COMPUTER
 PRIZES AND YOU COULD WIN ONE OF THE FOLLOWING

COMMODORE AMIGA 500

NINTENDO SUPER FAMICOM

SEGA MEGADRIVE

NINTENDO GAMEBOY



0839 - 121 - 166

... PLUS : SPOT PRIZES ... PLUS : SPOT PRIZES ...

JOYSTICKS, SOFTWARE, CASH

... WIN ... WIN ... WIN ... WIN ... WIN ... WIN ... WIN ... WIN ...

INFORMATION LINES

BEST BUYS, (HARDWARE) 0839-121-161

For information on the best places to shop for
 computers, consoles, CDTV's & peripherals

BEST BUYS, (SOFTWARE) 0839-121-162

Take the hard work out of Mail Order Shopping.
 For your complete price guides on where best to shop
 for the latest releases + Exclusive offers

WIN PUBLIC DOMAIN SOFTWARE 0839-121-163

The first 10 correct postcards drawn each week will
 receive a copy of one of the very latest PD releases.

MESSAGES UPDATED WEEKLY

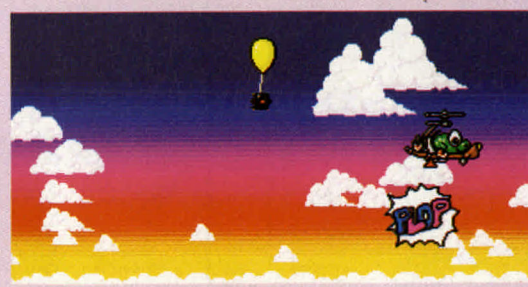
If you are under 18 please obtain the permission
 of whoever pays the telephone bill.

*Calls are charged at 34p per minute cheap rate.
 45p per minute at all other times.*

DIAL-A-QUIZ. P.O.BOX 11, SKEGNESS, Lincs. PE25 3NL

Nebulus II

In between each tower Pogo gets to have a go at a bonus stage. In these he can get extra time for the next level and extra points and lives. There are three different stages in all – sky, sea and land. Here we see our friend Pogo in his various vehicles trying to collect as many bonuses as he possibly can.



The music was loud in the intergalactic bar, almost too loud to hear yourself think. But this suited the

people who hung out at this seedy joint. Each of them could tell you a story, and all of them thought that they'd had the hardest time in life. Now they simply lived because they didn't have the enthusiasm to end it all. All that was left for them was a drink.

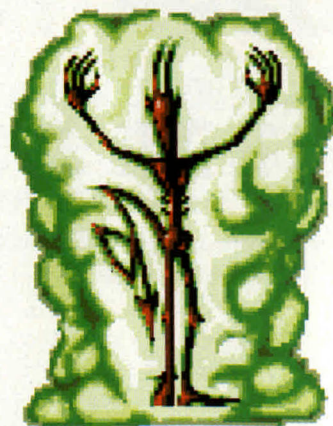
But one lone figure who sat on a stool at the bar had a particularly bad story. One that had started with him in the limelight and ended with him in this very bar as a drunk. The name was Pogo, and he was the one who had saved the Life Towers from the clutches of the Evil Uncle, the most hated criminal in the galaxy.

But then a new figure entered the bar – a Jewal. The Jewals were an ancient race renowned for their intelligence. What could one of them be doing in the bar? He made his way over to Pogo and everyone stared as the once famous alien turned white at the sight of the stranger. Pogo knew the face – it was his ex-boss and owner of the Life Towers.

"The uncle is back", the Jewal said. "He's taken control of the Towers again and is blackmailing the citizens of the planet for extortionate amounts of money".

"So what do you want me to do. The last time I went on one of your life saving missions I came out with both my arms missing!", Pogo replied rather resentfully.

"If you save us this time, Pogo, we'll equip you with cybernetic



POGO'S PARCELLED PRESSIES

Some of the doors in the tower are locked, so if you want to get to the other side you better get hold of a key to unlock them.



Why not go up the tower and have a look around in this powerful jet-pack? Unfortunately, you have to return to where you started from.



If there's a monster that just won't die however much you shoot, then launch a missile and watch as you fly round the tower disposing of nasties.



Some steps are a bit high for our friend to get up, but when he's wearing his extra bouncy trainers he can jump twice as high.



If there's no way of getting to the top of the tower, a little magnet will appear advising you to use one of these handy devices.



In certain places you can find teleporters. But they won't work! You can acquire some power units that will make them work just the once.



Evil Uncle grins away with all the Life Towers in his possession. But watch his expression change as you gradually get them back.



Once at the top of the tower you press the self destruct button and kill the rest of the nasties hiding inside. The only problem is you've now got to repair it!



At the beginning of the level you're beamed to the bottom of the tower. You haven't got any extras yet so you'd better find some soon.



Once you've got to the top of a tower you'll then have to go back down and repair it. It's quite strange when you you fall up the tower instead of down.



arms and all the wealth you can possibly imagine!", was the reply.

A thoughtful expression passed over the alien's face, and he thought of the fame he once had. And besides what did he have to lose except for a bar tab as long

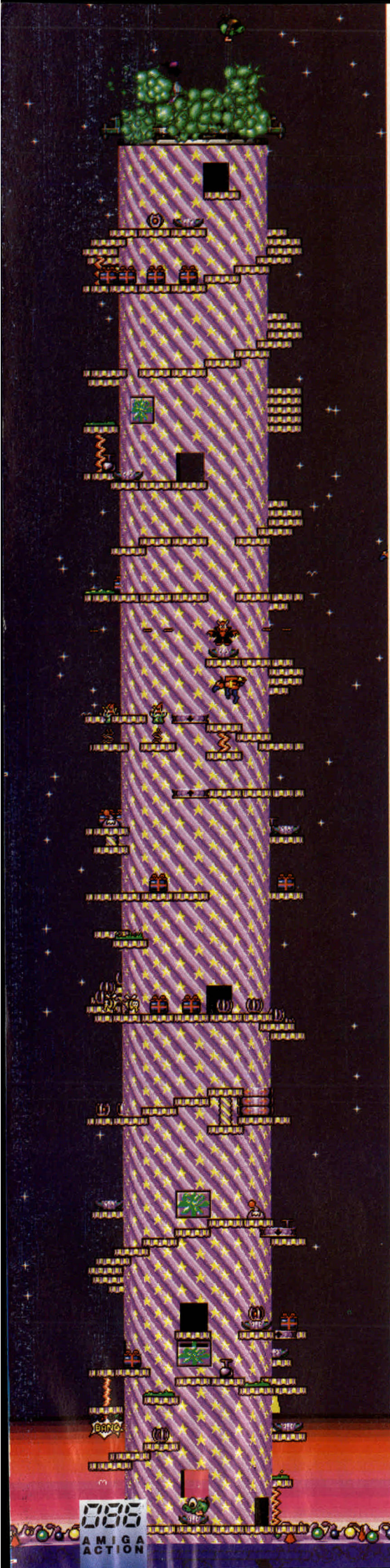
as your arm (it couldn't exactly be as long as his)? He rose from his stool and headed for the door, but stopped just short and turned. "I'll be back", he said in a slightly

THE GOOD OLD DAYS

Do you remember the times when you could go to the cinema, buy two of each confectionery they had, watch all the films as many times as you liked and still have change left out of threepence? Well, the old days we're talking about aren't quite that far back but to any veteran games player out there they should bring back some fond memories.

Nebulus was first a hit on the C64 quite a few years back, but this is not where the cute little Pogo originates from. He first became famous in a game called Gribble's Day Out in which he had to save little Gribbles and do battle with an evil spider. From there he hit the margins in Zzap 64 (how the mighty fall) with Rockford from Boulderdash. These two were used in a type of comic strip which greatly boosted the humour of the mag.





German accent similar to that used in a old cult movie, and then left for the Life Towers, and fame once again.

Nebulus plays virtually identical to the original, but of course with tons of new extras to make the game even better than the first, so for those of you who haven't experienced the first one (how could you miss such a brilliant game) this will be some treat. But for those newcomers here's the basic idea of the game.

You play Pogo who, with the aid of some helpful items, has to make his way from the bottom to the top of the various life towers. A selection of monsters and traps are positioned on the way to try and stop you, but you can dispose of them with a few shots of your bubble breath.

When you are assaulted by a bad guy Pogo will tumble from where he is standing and fall until he hits the next platform. If Pogo is too low he will land in the sea and not being able to swim he will loose one of his lives.

Once at the top you will enter a bonus stage where you can get extra time and points. Then off you stroll to make your way back down the tower repairing at least 80% as you go. Do this to all the towers to complete your mission. Easy!

OVERALL
SCORE
92%



Just when you thought you were safe a huge snowball appears and chases you round the platforms. Makes you feel like Indiana Jones, doesn't it!



Don't spend too long on the lowest platform as the water harbours some hideous creatures. Hang around too long and they'll reach out and pull you into the murky depths.



Switches have various uses. They can remove walls and platforms, and even make parcels appear. But the best ones blow up nasty monsters that get in your way.



Each parcel will allow you to choose one of the extras that will aid you in the game. All you need to find out now is which will be useful in the level you're playing.



Take a break from the action and have some fun. Keep on jumping while you're standing on the springboard and you'll bounce as high as the top of the screen.

A BLAST FROM THE PAST

I bet loads of you out there cast your minds back to when you were still new computer owners and reminisce about the games that were so original in those distant days.

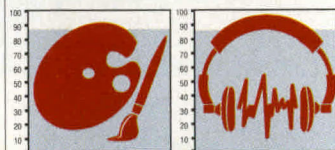
We've had 10 seconds silence for the memory of Gribley (now Pogo) and Rockford who had the computer games scene sewn up, but there was another character who was quite famous. This bouncy chap also made it to the computer mag margins and the first person who can tell us his name will win a copy of the fab Nebulus II (when it comes out).

Send your entries to – Amiga Action Nebulus Compo, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

ACTION INFO

NEBULUS II

21st CENTURY ENTS. £24.99
TEAM: INTERNAL BYTE SYSTEMS



I can't say enough to express how good this game is. The gameplay is so addictive and everything that has been incorporated in the game only manages to improve it. The graphics are top class and make it look really tasty, and as for the sound, well it's so atmospheric it's unbelievable with the wind blowing and the rippling and splashing of the water as you plummet into it. Anyone who has played the original will know how good the game is going to be, but for anyone who hasn't don't hesitate, just rush out and get it as soon as you can.

LEAGUE RATING

TOUCHDOWN

1 NEBULUS II

2 GODS

PLATFORM

PUBLIC DOMAIN

ALL DISKS ARE 99 PENCE

DEMOS

OPD005/ Puggs In Space
 OPD009/ Predators Megademo (2)
 OPD010/ Deathstar Megademo (2)
 OPD011/ Trilogy Megademo (2)
 OPD012/ Alcatraz Megademo 4 (3)
 OPD013/ Kefrens Megademo 8 (2)
 OPD023/ Vangelis Demo (*)
 OPD028/ Newtec Demo Reel 3 (2) (*)
 OPD048/ Avenger Megademo
 OPD057/ Starline Demo
 OPD059/ Vision Megademo 4
 OPD070/ RAF Megademo (2)
 OPD078/ Budbrain Megademo (2)
 OPD080/ RSI Megademo (2)
 OPD082/ Rebels Megademo 2
 OPD095/ Kylie Demo (2)
 OPD102/ Cryptoburners Megademo 2
 OPD105/ Madness Demo
 OPD118/ Crionics Megademo
 OPD119/ Turtlemania Demo
 OPD120/ Fraxion Horror
 OPD127/ Robocop Demo
 OPD130/ ITV Demo
 OPD131/ Clapping World Demo
 OPD132/ Rebels Megademo 6
 OPD134/ Dexion Megademo
 OPD139/ Cool Cougar Demo
 OPD143/ Treacle Megademo (3)
 OPD145/ Flash No-Brain No-Pain (2)
 OPD147/ Flash Hit The Road (2)
 OPD157/ Computer Worlds Demos
 OPD158/ Sam Fax Big Bobs
 OPD172/ ESA Demo Collection 6
 OPD173/ Megadeath Demo
 OPD183/ Kefrens Megademo 7
 OPD200/ Safe Sex Demo
 OPD213/ Warriors Demo Comp 4
 OPD217/ Turtle Power Demo
 OPD218/ Cave Party Demos
 OPD263/ Crionics Total Destruction
 OPD264/ Budbrain Megademo 2
 OPD268/ Fillet The Fish Demo
 OPD269/ Horizon Megademo
 OPD270/ Scoopex Chromium Demo
 OPD279/ Hatrick Rave Demo (*)
 OPD319/ Sadham Hussein Demo
 OPD353/ Total Recall Demo

OPD367/ Addams Family Demo
 OPD396/ Vision Megademo 2
 OPD425/ Amos Demo
 OPD441/ Simpson Demo By Decay
 OPD493/ Fashionatting Demo

GAME DISKS

OPG015/ Star Trek Game 1 (2) (*)
 OPG017/ Blizzard (Good Game)
 OPG025/ Frantic Freddie
 OPG026/ Computer Conflict
 OPG044/ Space Invaders
 OPG100/ Yahzee Dice Game
 OPG107/ Eatmine Game
 OPG108/ Emerald Mine 3
 OPG187/ Pseudo-Cop
 OPG207/ Drip Game (Brill) (*)
 OPG210/ Eatmine 3
 OPG220/ Star Trek Game 3 (2)
 OPG229/ Bionix 2
 OPG245/ Flashbier Game
 OPG271/ Mayhem Cavern Game
 OPG274/ Marble Slide Game
 OPG371/ Learn And Play 1
 OPG372/ Learn And Play 2
 OPG373/ Talking Colouring Book
 OPG411/ Return To Earth
 OPG444/ Missile Command Etc
 OPG451/ Games Galore 5 (Pac-Man)
 OPG453/ Arcade Games Disk
 OPG492/ Larn P.D. Game

ANIMATION DISKS

OPA034/ The Run (Police Chase) (*)
 OPA179/ Raiders Of The Lost Ark (*)
 OPA198/ Walker Demo 1 (*)
 OPA199/ Walker Demo 2 (*)
 OPA272/ Batman The Movie
 OPA387/ Luxo Teenager (*)
 OPA450/ Fleet Maneuvers
 OPA454/ Hacl Animation Disk
 OPA481/ Cokeman & Smurf Demos
 OPA489/ Wrestlemania Demo (2)

SLIDESHOW DISKS

OPS004/ Nasa Pictures
 OPS007/ Sun Slideshow
 OPS159/ Madonna Slideshow

OPS204/ Demons Slideshow 3
 OPS216/ Robocop 2 Slideshow
 OPS222/ Kim Wilde Slideshow
 OPS236/ Sam Fox Slideshow
 OPS357/ Flintstone Slideshow
 OPS392/ Debbie Gibson Slideshow
 OPS393/ Michael Jackson Slideshow
 OPS490/ Silents Slideshow Disk

MUSIC DISKS

OPM024/ Digital Concert 2
 OPM036/ D-Mob Music 4 (2)
 OPM038/ Digital Concert 3
 OPM039/ Digital Concert 4
 OPM043/ Electric Youth D. Gibson
 OPM046/ Michael Jackson Bad
 OPM053/ Crusaders Bacteria
 OPM110/ Amiga Charts 5
 OPM112/ Madonna Spanky
 OPM177/ Digital Concert 5
 OPM190/ D-Mob Music Disk 3
 OPM191/ Betty Boo
 OPM211/ Pink Floyd The Wall
 OPM234/ Mean Break Machine 2
 OPM235/ New Order Music Pack 2
 OPM243/ Glideascope 4
 OPM252/ 808 State Remixes
 OPM256/ Glideascope 4 The Making
 OPM257/ Glideascope 2
 OPM267/ Groove In The Heart
 OPM273/ Banging Raves (*)
 OPM275/ Amazing Tunes 2 (3)
 OPM276/ Madonna Vogue (4)
 OPM277/ Vision House
 OPM282/ Dragnet 12" Remix
 OPM296/ RAF Megamix 1
 OPM300/ Acid & Coma Demos
 OPM315/ 100 Of CMB64 Music
 OPM316/ Disco Fever
 OPM355/ Sonix Jukebox 14
 OPM356/ Erasure Demo
 OPM369/ Jungle Command 2
 OPM375/ RAF Megamix 2 (2)
 OPM376/ Dynamite Beats 4
 OPM377/ Crusaders Does Genesis (*)
 OPM378/ Alcatraz Music 3
 OPM383/ Sunwind by Accession
 OPM467/ Wizzcat Pentti Music Disk

UTILITY DISKS

OPU099/ Soundtracker/Noisetracker (4)
 OPU101/ Games Music Creator
 OPU115/ Demolisher Disk 209 Utils
 OPU116/ Uedit Word Processor
 OPU154/ Virus X V4.00
 OPU155/ Virus Killer Disk 2
 OPU162/ Bootbench V2.0
 OPU168/ Flexibase Database
 OPU169/ Jazzbench
 OPU247/ Master Virus Killer
 OPU258/ Ultimate Utilities
 OPU259/ Dope Intro Writer
 OPU304/ JTS Music Utility Disk
 OPU307/ Mad Monks 101 Utils
 OPU343/ Ripped To Shreds
 OPU374/ Sid-CLI Utility
 OPU394/ Space Writer (Demo Maker)
 OPU435/ Protracker Util
 OPU468/ Crusaders Utility Disk 6
 OPU478/ Archivers Utility Disk
 OPU486/ Label Designer
 OPU334/ Orbital P.D. Utility Disk 1 (Diskmaster Etc)
 OPU433/ Orbital P.D. Utility Disk 2 (Over 20 Good Utils)
 OPU443/ Orbital P.D. Utility Disk 3 (Black Copy, Fix Disk, etc)
 OPU448/ Orbital P.D. Utility Disk 4 (Full Of Good Printer Utilities)

AMOS LICENSEWARE £3.50 PER DISK

L001 Colouring Book (*)
 L002 Arc Angles Maths (*)
 L004 Thingamijig (*) Game
 L005 Jungle Bungle (*) Game
 L006 Pukado (*) Game
 L007 4 Way Lynx (*) Game
 L008 Work And Play (*)
 L009 Amos Assembler
 L010 The Word Factory (*)
 L011 Go-Getter (*) Game
 L012 Hypnotic Land (*) Game
 L013 Jigmania (*) Game
 L014 Play It Safe (*)
 L015 Shapes And Colours (*) Game
 L016 Reversi 2 (*) Game
 L017 Dogfight (*) Game
 L018 Touchstone (*) Game

WE ALSO STOCK ALL THE FRED FISH LIBRARY DISKS

DISK PRICE: ALL PUBLIC DOMAIN DISKS ARE 99 PENCE PER DISK + 70 PENCE P&P (PER ORDER)

ALL AMOS LICENSEWARE DISKS ARE £3.50 PER DISK + 70 PENCE P&P (PER ORDER)

SEND A SAE FOR A FREE CATALOGUE OR £1 FOR A DISK CATALOGUE

Numbers in () = Number of disks, (*) = 1 Meg, (X) = 18 years only

All PD disks are 99 pence per disk + 60 pence p&p per order. Cheques/PO payable to Orbital P.D.

Tel/Fax (0273) 401286

Post orders to 5 Green Lane, South Chailey, East Sussex BN8 4BT England.

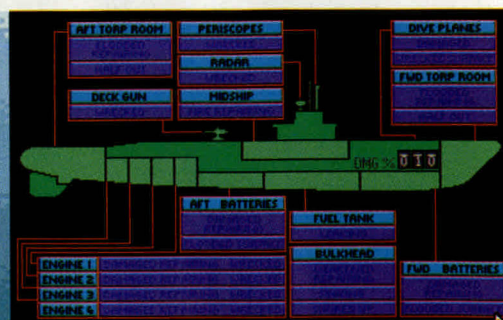
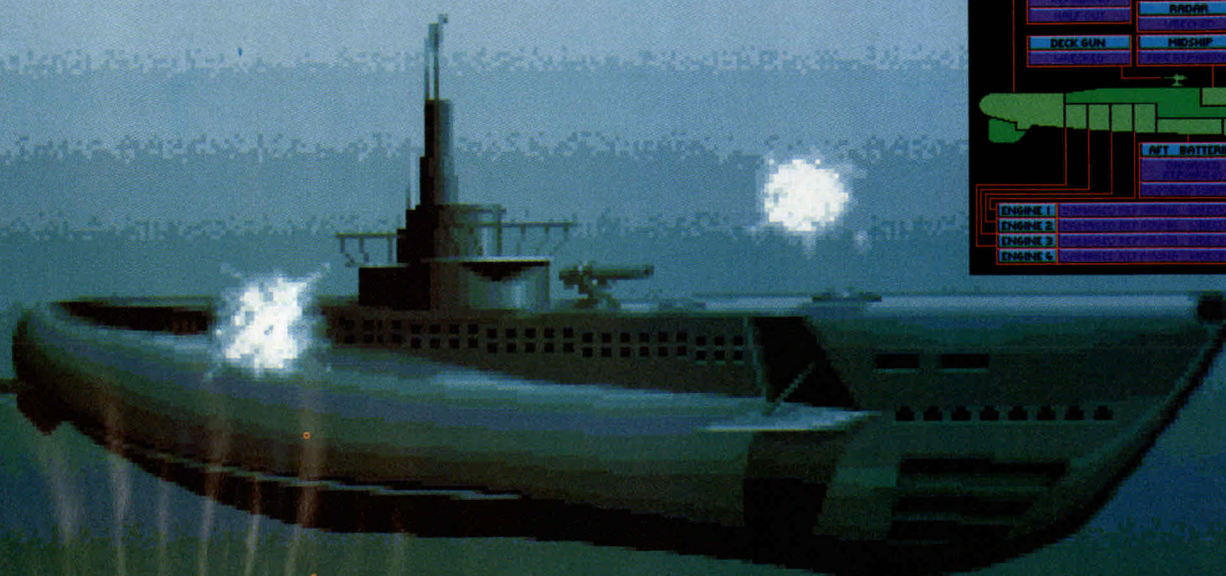
Silent



Checking the periscope you can see that the target you have been following is a tanker. They are easy targets, often sunk by a single torpedo, so just line up the sights and fire away. Beware of any escort ships though.

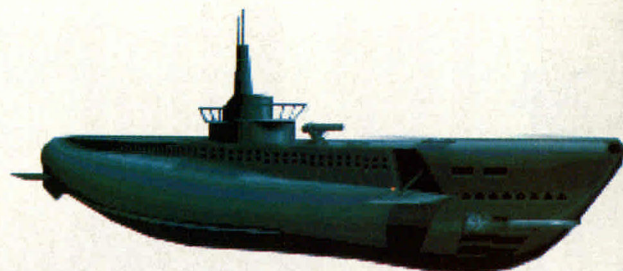


Following a direct hit from one of your torpedoes a tanker is ablaze. The shot hit the bow of the ship but has failed to cause enough damage to make it sink. A solid hit to the sides can often break a ship clean in half.



(Above) The damage control screen allows you to check up on the condition of your submarine. Hits from depth charges can cause whole operating systems to malfunction. A faulty engine, damaged torpedo tubes, leaking fuel tanks or a breached hull can seriously effect your mission.

Service II



LAND AND SEA SIM



The role of the surface navy is to achieve control of the seas and oceans so that they may be used by

cargo ships to resupply ground troops. If the shipping lanes were to close any battles fought on foreign lands would rapidly be lost, the troops lacking equipment and supplies.

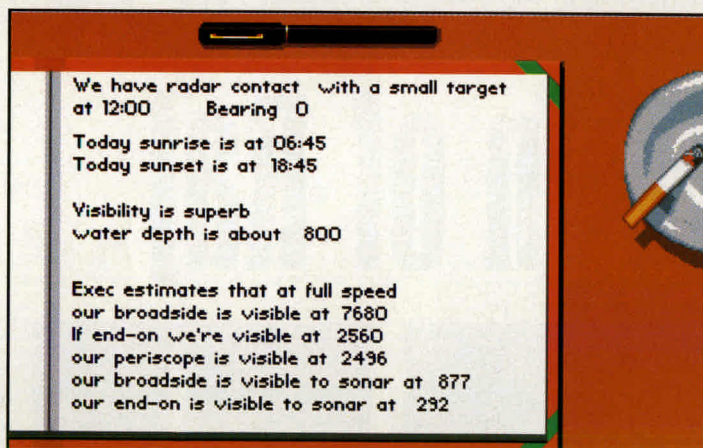
The submarine is the perfect weapon to do just that. A single sub can wreak havoc amongst a whole convoy, destroying thousands of tons of equipment before disappearing into the murky depths of the water.

In World War Two submarines were instrumental in America's victory over Japan, eliminating both supply convoys and warships in

large numbers. The enemy aircraft carriers were large and tempting targets for the proficient sub commander. Destroying a combat vessel of that size would considerably aid the war effort.

After eluding the escort vessels the attacker need only wait patiently in the middle of the convoy for the perfect moment to attack. As surface vessels rely almost exclusively on sonar to detect submarines a good commander can hide among the sound generated by the convoy he is attacking with little fear of detection.

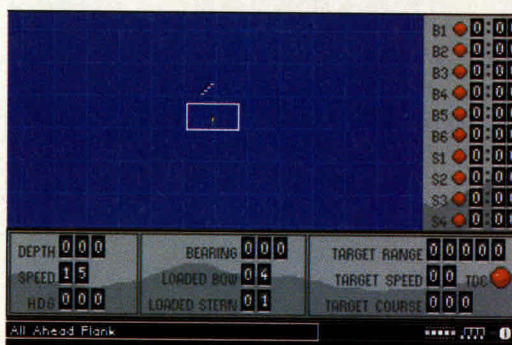
After launching an attack and either damaging or destroying the carrier the sub must make its escape. All enemy ships in the area will be aware of the presence of the vessel and will be hunting it.



Before you enter combat you will be given a full briefing on any contacts that have been acquired. Weather and sea conditions, possible contact types and numbers and enemy positions are just some of the factors taken into consideration.



The patrol briefing gives you details of the types of encounters that you can expect to come across in your area. Things don't look too very good, as a friendly base has just fallen to enemy attack.



The map room allows you to see the latest positions of any contacts the sonar room has. Old contacts will have their probable positions plotted so that you can make your tactical decisions. The torpedo tubes timers can be seen on the right hand side of the screen.

Active sonar will be searching the water and depth charges will be dropped on any possible contacts. The commander, if at possible, must evade detection.

More often than not the sub will have been detected by the enemy escort ships when it fired. The commander will use a zig-zagging course, possibly using decoys as well, followed by long periods of silent drifting to break contact. He will then dive deep and move away from the battle area at a slow speed.



Silent Service

II places you in the commander's seat of a hunter/killer submarine during World War Two. It is the sequel to the critically acclaimed Silent Service (never have guessed would you?) and is based closely on its predecessor.

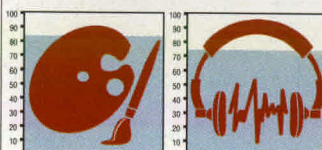
You have several different missions to choose from. They range from shooting practice against stationary targets, through single missions based on historical events, to a full military campaign in which you develop a career as a submarine commander. The more realistic you make each scenario the harder it will be. In real life a large proportion of the torpedoes fired didn't explode when they hit their targets.

The playing areas have been meticulously mapped and plotted. They have been expanded to include not only the North Atlantic but the South Pacific as well. Here you can take command of a German U-Boat and attempt to sink Allied shipping.

During combat you have full control over the submarine and its crew. Using maps you can manoeuvre into attack positions. The periscope can be used to get a visual conformation of the target while the torpedo room prepares to fire. The engine room should be visited regularly as the gauges found there often show tell tale signs of wear and tear that may prove fatal during battle.

The best commanders were able to destroy thousands of tons of shipping without being detected. They would then re-engage the same convoy several hours, or even days, later and sink any remaining ships. These people became heroes, can you?

ACTION INFO
SILENT SERVICE II
MICROPROSE £35.75
TEAM: SID MEIER



I was a big fan of Silent Service and spent many a night tracking a Japanese carrier. I was therefore looking forward to the arrival of the sequel. To start with the control system and gameplay are basically the same. However the graphics, sound and general presentation have improved considerably. If you also take into consideration the extra scenarios and options available you have a worthy successor. Whether you are new to submarines or a veteran of the old game, Silent Service II is an essential addition to your games collection.

LEAGUE RATING

1 M1 TANK PLATOON

2 SILENT SERVICE

3 TEAM YANKEE

LAND / SEA SIMS

OVERALL
SCORE
90%

089
AMIGA
ACTION



The Charge of the Light Brigade



STRATEGY



It resulted from a simple misunderstanding between Lords Raglan and Lucan during the Crimean

War, and saw Lord Cardigan leading the Light Brigade on an advance up a valley toward a Russian gun battery.

The valley was lined on both sides with Russian guns and soldiers which would soon inflict tremendous casualties on the British men. Of the 673 that began the charge, only 195 were fit for action at the end, and yet the charge was still said to be successful.

Charge of the Light Brigade recreates the Battle of Balaclava, during which the charge took place but this time it's you in command. Play all four major sectors of the epic battle and use your smaller British, French and Turkish forces to defend against the Russian enemy.

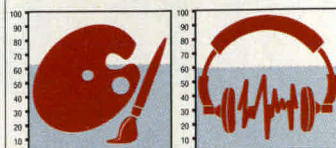
OVERALL
SCORE
63%

ACTION INFO

CHARGE OF THE LIGHT BRIGADE

IMPRESSIONS £29.99

TEAM: EDWARD GRABOWSKI



The main thing I wish Impression would do with their games is change their graphics. Although the sprites aren't exactly the same, they might just as well be. And as for the game itself. Well, I'm afraid that it isn't much cop and there are plenty of other games of this genre around that aren't as expensive.

LEAGUE RATING

43 NUCLEAR WAR

44 LIGHT BRIGADE

45 RAJ

STRATEGY

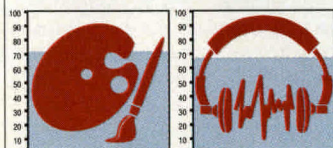


ACTION INFO

CHAMPION OF RAJ

PSS £25.99

TEAM: PETE AUSTIN



PSS are known for their extremely good strategy games, however, this isn't the case with Champion of the Raj. From the start the game fails to grab your interest and for those of you who do manage to slog on it fails to improve. Champion of Raj might appeal to some strategy freaks, but I doubt it.

LEAGUE RATING

44 LIGHT BRIGADE

45 CHAMPIONS OF RAJ

46 DRAGON FORCE

STRATEGY

STRATEGY



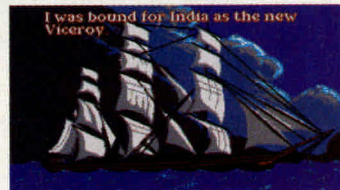
At the beginning of the 19th century Great Britain had reached the climax of its Empire. But unbeknown to them this was as big as the Empire was going to get and in the not to distant future it would fall never to return to its former glory.

Within Champion of the Raj you take on the role of one of six contenders for the Empire who has his mind set on making India his own. But whoever you choose you must remember that you are still going to have to deal with the other five who each have the same idea as you.

OVERALL
SCORE
61%



Of course, most of you loyal people out there are going to plump for the Brit as your character. Before you start you'll be able to see some lovely docks and ships in animation. How nice!



India is what you're trying to win in this game, and it won't be an easy task. But you're going to need a large amount of dosh as well.



These chaps are the ones who are in contention for the ruler of India. But don't be fooled by their nice appearance, they play as dirty as they can.

Afrika Korps



STRATEGY



Mention Rommel (did you know his first name was Erwin?) and Montgomery and visions of hundreds of tanks rolling across the desert spring to mind. You think of the fierce battles, the heroism and daring-do that the movies have made so popular.

But was it really like that? What about the defeats and mistakes that cost hundreds of lives? Now you can find out and prove that you could have done it better than the big guys. Now is your chance to join the Afrika Korps!

Taking charge of German or British forces you must plan your attacks on the enemy with precision. Supplies, flanking forces,

artillery support and back-up must all be considered.

The desert is a wide open area that has little cover. Your attacks must utilise the natural defences as much as possible.

The enemy is your biggest foe but, remember, the terrain isn't your friend.

OVERALL SCORE
68%



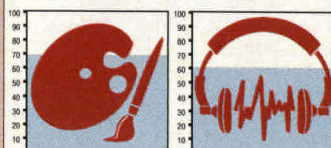
El Agheila looks as if it will be the place for the first big battle. Both German and Allied units are lined up and ready to knock the seven bells out of each other. Why not call in some artillery support to give your chaps a helping hand?

The strategic map shows a more general, larger view of the battlefield. The British have set up defensive positions away from the main action.



ACTION INFO

AFRIKA KORPS
IMPRESSIONS £24.99
TEAM: KEN WRIGHT



Another strategy game? Along with puzzlers they seem to be taking over the world. The gameplay for Afrika Korps is very similar to the other games of this genre and breaks little new ground. Graphics and sound are adequate but again nothing new has been done. Strategy fans should find the game appealing but here at AA we are getting a little tired of seeing the same old thing.

LEAGUE RATING

40 CONFLICT: MIDDLE EAST

41 AFRIKA KORPS

42 NAM

STRATEGY

Crime Does Not Pay



ARCADE ADVENTURE



The world of the Mafia is a dangerous one. Blackmail, corruption and assassinations are commonplace. A man who makes it to the top of his organisation does so by irritating a lot of people. He will have a lot of enemies.

Your father has recently died and the leadership of the family has been thrust upon you. From the humble beginnings that your parents have left you must build up the organisation so that it may control the entire city, eliminating any competition along the way.

Your group always consists of three members: the Godfather

(you), a vicious hit man who's handy with a pistol and finally a beautiful, but deadly young lady. Each of these essential members of your group has different abilities that will help you to overthrow your enemies.

The way to the top is through corruption. You will have to blackmail officials, murder those who get in the way and deal with the mayor. The forces of law and order may prove to be a hazard but they can easily be eliminated. As they say in some circles: "The end justifies the means". Are you prepared to do anything it takes?

OVERALL SCORE
58%



Talking to the locals can provide you with vital information that will help you on your journey to power. A little chat with this barman reveals that the Chief of Police is two timing his wife. How much do you think he will pay to keep it quiet?



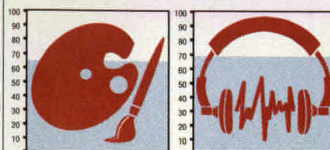
After getting caught up in some unsavoury goings-on this Mafia hit girl has run into some trouble. A thug tried to ambush her and retrieve the computer disk she has stolen. He was easily dealt with by a single bullet but there was a witness and the police have appeared on the scene.

Here we can see two of the sides in the battle that is about to commence. The Italian Mafia and the Japanese Yakuza are both well known for the dirty dealing in the underworld of crime. But there is a third party in this power war as well: law and order. The police will do everything in their power to stop you but will it be enough?



ACTION INFO

CRIME DOES NOT PAY
TITUS £25.53
TEAM: C & A YARMITSKY



The plot for Crime Does Not Pay can be quite intricate in parts and has a great deal of depth. However, many people will find that the bad presentation, graphics, sound and gameplay will stop them from playing the game enough to understand its complexities. An opportunity wasted, this could have been a superb game if more work had gone into it.

LEAGUE RATING

55 OBLITERATOR

56 CRIME DOES NOT PAY

57 KRISTAL

ARCADE ADVENTURE

**Are you confused by CLI?
Baffled by backups?
Frustrated by files?
Now your problems are over.**

It's no secret that the Amiga is the most powerful home computer of them all. What has remained a mystery for most newcomers is how to make the most of its immense potential. Now the answer is here: **The WorkStation.** A floppy disk packed with everything you need to take the hassle out of harnessing the inbuilt power of your Amiga. Many months of research and testing have resulted in a **simple-to-use**, single disk replacement for Commodore's Workbench.

It's too good to miss!

Heart of The WorkStation is a powerful shareware package called SID. When you use it you can say goodbye to faceless blank screens and complex commands. Instead your mouse takes full control. Fiddle with files, display text and graphics, sample sounds, uncrunch archives... all this and more with just a click of a mouse button.

The WorkStation has a fully configured dynamic recoverable ram drive which acts like an extra invisible drive to your Amiga. It's a vast improvement on the standard Amiga drive because it is very flexible and goes easy on memory.

Aspiring artists: Here's the package you've been waiting for! Using nothing more than your trusty mouse you can now freeze and store any Amiga screen that runs under Workbench. Grab screens from your favourite PD game and "edit" those high scores using any popular paint package.

Putting print to paper? The WorkStation disk includes a superb text editor. This powerful package has an unashamedly no-frills approach to producing and formatting professional looking text that would be envied by many of the more expensive commercial products.

PLUS! PLUS! PLUS!

As well as all these superb features The WorkStation also includes a wide range of programs designed to make life with your Amiga a whole lot easier. There are simple solutions to everyday problems, such as mouse utilities which display screen co-ordinates and give your rodent a much needed speed boost.

Please send me a WorkStation disk for the special offer price of £3.50 (incl. p&p). 8337

I wish to pay by: ☐ Cheque/Eurocheque enclosed made payable to Europress Direct

☐ Access/Mastercard/Eurocard/Barclaycard/Visa/Connect

No. _____ Expiry date _____

Name _____ Signed _____

Address.....

.....

Postcode

Send to: Europress Direct, FREEPOST, Ellesmere Port, South Wirral L65 3EB

Order at any time of the day or night
PHONE ORDERS: 051-357 1275. FAX: 051-357 2813
Don't forget to give your name, address and credit card number

All this
- and much,
much more for just

£3.50

Including fully detailed,
easy-to-understand
manual

It's **AMIGA ACTION** Survey Time!

We at Amiga Action try hard to give you the kind of magazine **you** want. We use these surveys to assess the type of readership Amiga Action has, and then attempt to adjust the content of the mag accordingly. Over 800 people responded to our last

survey. Now its your chance.

The findings of the first survey were very helpful with the result that Amiga Action has tried to build in additional pages to cater for its wide audience. Fill this in and return it to the address

below and you could win yourself a game of your choice. Send your survey to:

Amiga Action Survey, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

1. How old are you?

- | | |
|-----------------------------------|--------------------------------|
| ☐ Up to 12 | ☐ 12-14 |
| ☐ 15-19 | ☐ 20-25 |
| ☐ 26-35 | ☐ 36-50 |
| ☐ over 50 | |

2. Are you a student/at school?

- ☐ Yes ☐ No

3. If not, what is your occupation?

.....

4. Do you own a half or 1meg Amiga?

- ☐ Half ☐ 1 Meg

5. Which computer magazines do you regularly buy? List them in order of preference (include Amiga Action):

- | | |
|--------|--------|
| 1..... | 5..... |
| 2..... | 6..... |
| 3..... | 7..... |
| 4..... | 8..... |

6. What types of games do you like?

- ☐ Action (shoot'em-up, platforms)
☐ Adventure
☐ War/strategy
☐ Simulations
☐ Role-playing (RPGs)
☐ Puzzle (Tetris, Puzznic)

7. How do you rate - Great to Naff - the following Amiga Action articles?

- | Great! | Good | Average | Poor | Naff! | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|----------------------|
| ☐ | ☐ | ☐ | ☐ | ☐ | News |
| ☐ | ☐ | ☐ | ☐ | ☐ | Game reviews |
| ☐ | ☐ | ☐ | ☐ | ☐ | Competitions |
| ☐ | ☐ | ☐ | ☐ | ☐ | Project Inspection |
| ☐ | ☐ | ☐ | ☐ | ☐ | Giving The Game Away |
| ☐ | ☐ | ☐ | ☐ | ☐ | Small Tips |
| ☐ | ☐ | ☐ | ☐ | ☐ | Coverdisk pages |
| ☐ | ☐ | ☐ | ☐ | ☐ | Boggits Domain |
| ☐ | ☐ | ☐ | ☐ | ☐ | Demos |
| ☐ | ☐ | ☐ | ☐ | ☐ | Tech Spec |
| ☐ | ☐ | ☐ | ☐ | ☐ | Late Kick Off |
| ☐ | ☐ | ☐ | ☐ | ☐ | Talk Back |
| ☐ | ☐ | ☐ | ☐ | ☐ | And Finally |

8. What are your three favourites from the above articles?

List them in order of preference

- 1.....
 2.....
 3.....

9. How many people read your copy of Amiga Action (including yourself)?

- ☐ Just myself
☐ Two including myself
☐ Three including myself
☐ Four including myself
☐ More than four

10. Tick three of the following as your main reasons for buying Amiga Action.

- ☐ Price
☐ Up to date news
☐ Interesting reading
☐ Attractive layouts
☐ Adverts
☐ First with reviews
☐ Detailed info
☐ Cover disk

11. Have you ever bought games after seeing adverts or reading reviews in Amiga Action?

- ☐ I have bought games by mail order
☐ I have bought games from a shop
☐ No Amiga Action has not influenced me

12. How often do you buy games?

- ☐ More than once a month
☐ Once a month
☐ Once a fortnight
☐ Once a week
☐ Less

13. How much do you spend on software each month?

- ☐ nothing
☐ up to £25
☐ up to £50
☐ more than £50

14. This is issue 24 of Amiga Action, how many of the last 6 issues have you bought? Tick those issues you purchased.

- ☐ Issue 18 Enter the killing Game Show
☐ Issue 19 Flight of the Intruder exclusive
☐ Issue 20 Armour-Geddon is nigh
☐ Issue 21 The Cybercon III has taken over
☐ Issue 22 Dare you enter the Warzone?
☐ Issue 23 The Amnios invasion has begun

15. What do you think of the new look Amiga Action magazine?

.....

16. How did you find out about Amiga Action?

- ☐ Stumbled on it in a newsagents
☐ Through a friend
☐ Advert in Games X
☐ Advert in Amiga Computing

17. Have you read Games-X?

- ☐ Yes ☐ No

18. If the answer to the above is yes, what are your comments?

.....

19. If you don't buy Games-X what are your reasons for not doing so?

.....

20. What would you like to see in future issues of Amiga Action?

.....

Name

Address

.....

Postcode

Phone number

Obviously, we appreciate your response to surveys such as this which help us to improve Amiga Action. Using this information we will be able to give you exactly what you want from a monthly Amiga games magazine. As a little incentive we will reward the first five lucky readers who return the survey with the game of their choice, so don't forget to include which title you would like to receive in the space provided below.

My choice of game is



Wild Wheels



There are a lot of sports games around on the home computer that have spawned from nothing more

than the programmer's vivid imagination. Wild Wheels may look to be another, but it's not.

Believe it or not there is a sport where 10 lunatic drivers (five on each side) jump into their cars and race around attempting to ram a huge inflatable ball in a goal. And of course the only people who could be responsible for this zany sport are the Americans.

The game itself has two modes of play – arcade and professional. The arcade mode allows you to practice against some easier computer opponents to get ready for the big time teams. Believe me, you're going to need it if you're going to get very far.

The professional on the other hand puts you in control of a team that is competing in the divisions. You'll need to win your matches

and buy new and more advanced equipment with the winnings if you're going to keep up with the other teams.

The equipment is basically different types of cars. The more you pay the better the car, but some of the more expensive cars are kitted out with missiles and other interesting items. But at the start you'll just have the cheapest models of car for your team members, but they do the job, just.

Apart from the money you get for winning, there are a few other freebies that can be picked up and used in your matches. While you play, various tiles will appear on the playing field (original idea that's never been used before) and if you manage to run your car over them you will pick up some kind of aid.

Whether it's tyres or weapons you'll soon be driving huge circles around the opposition on your way to the top of the pro division.



You collect a bonus tile on the ground and suddenly there are four balls rolling around the pitch. Grab as many as you can and put them in the back of the goal.



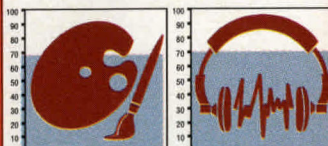
Storming up the pitch you reach the opponent's goal. But remember to slow down or you could crash into the goal and destroy your car.



If you don't like the view of the pitch, you can quite easily change it. Zoom in or out, or select the overhead view to make things a hell of a lot easier.

ACTION INFO

WILD WHEELS
OCEAN £24.99
TEAM: RED RAT



After a good run of games like Elf and Toki, Ocean have released Wild Wheels – a game I wouldn't exactly say keeps up the excellent standard. It just didn't really do anything for me, and from the moment I picked up the joystick I could feel that it lacked addictiveness. The programmer of Wild Wheels was also responsible for Microprose's Soccer and you can tell that some of the routines for the movement have been used here. The presentation is average, but unfortunately it's just not a game I would recommend.

LEAGUE RATING

36 3D TENNIS

37 WILD WHEELS

38 EUROPEAN S. LEAGUE

S P O R T S



If you don't think your cars are getting to the ball quick enough, you can change their formation and hopefully run rings around the opposition.



These are the two possible options for you, but win or lose you're not going to give up till you and your team are top of the pro division and champions of Wild Wheels!

MEGADEMO MANIA

We've been asked recently for more megademos. So as requested here's the definitive list of the greatest. Please note: Our numbering system started at 100, so early 100 are about 2 years old

- D001 ALCATRAZ MEGADEMO 4 (3 disks) Brilliant! One of the biggest
- D002 TRIANGLE MEGADEMO Good scrolls and vectors. Bit dated now.
- D004 DARKNESS MEGADEMO Original loader, but otherwise bland
- D008 STATIC BYTES MEGADEMO Six parts, clever stuff
- D014 CRYPTOBURNERS MEGADEMO 2 Contains some good demos. Worth a look
- D030 CAVE MEGADEMO Certainly not one of the best. Colourful though.
- D034 BUDBRAIN MEGADEMO (2 disks) A classic! Not to be missed but beware of the very risqué cartoons
- D035 CRIONICS MEGADEMO Another great! Famous for the Madonna part.
- D046 ACU MEGADEMO An early demo from Oz. They had more to learn.
- D061 POSSESSED MEGADEMO (2 disks) Good animated space intro.
- D067 MIRAGE MEGADEMO (1 meg) Yet another good one. Some good FX.
- D078 CRIONICS NEVERWARE (1 meg) Famed for the brilliant Madonna graphic.
- D080 KATHARIS MEGADEMO From Poland! Famous X-copy demo, plus.
- D081 INTUITION MEGADEMO Includes the flashiest ever acid demo.
- D091 FILLET THE FISH Similar to PUGGS, but not as good, still brilliant
- D123 FASHION MEGADEMO Early stuff! Better was to come
- D125 CRYSTAL MEGADEMO Underrated at the time. Old but good.
- D127 SCOOPEX MEGADEMO Showed great promise of the future
- D132 ARCADIA MEGADEMO Ok I've forgotten what it's like ... try it!
- D135 REBELS MEGADEMO Excellent for its time. Good demos.
- D136 ALCATRAZ MEGADEMO Again underrated at the time, but very good.
- D138 RAF MEGADEMO (2 disks) Still fresh after all this time!
- D140 KEFFRENS MEGADEMO Collector's item? Great programming.
- D141 PHENOMENA MEGADEMO Brilliant group today, always been good.
- D146 RSI MEGADEMO (2 disks) An all time great! Still good today! Great music and graphics. A must!
- D150 IAN & MICK MEGADEMO Inc. classic toilet door demo.
- D151 DEATHSTAR MEGADEMO Brilliant cosmic explosion as intro.
- D153 PUGGS IN SPACE Not generally classed as a megademo, but not to be missed. Great for the kids.
- D160 TRILOGY MEGADEMO (2 disks) Includes game, a classic, contains a joke, or is it a bug? You decide.
- D161 PREDATORS MEGADEMO (2 disks) Don't miss this one, great sound, graphics and game. Another classic
- D162 KEFFRENS MEGADEMO 8 Yet another classic! and not to be missed.
- D166 SILENTS MEGADEMO Early Silents. The brilliance is born!
- D180 SCOOPEX MENTAL HANGOVER Another classic which pushed the boundaries of the Amiga light years on.
- D211 KEFFRENS PYRAMIDS MEGADEMO Clever but so so
- D214 GOLDFIRE MEGADEMO Not at all bad for beginners. Nice lips!
- D223 BUDBRAIN MEGADEMO 2 Not quite as good as the first, still good!
- D225 HORIZON MEGADEMO (Sleeping Bag) Superb ray traced anim. Great!

LATEST & GREATEST PD LIST

- D033 TOMSOFT TRIP TO MARS Vector graphics with a theme
- D186 COMA DEMO Flashy acid demo, together with more great demos
- D190 RSI CREDIT DEMO Terrific demo, with the best ever music
- D220 PAHI SIMPLE STUFF VOL. 2 NBS Demo compo including crusaders cine fx; great
- D221 PAHI SIMPLE STUFF 3 ... Dragons Lair, TimeWarp demo and more
- D222 CRIONICS TOTAL DESTRUCTION (1 meg) Some great effects
- D236 GOLDFIRE ULTIMATE FX This group continues to improve!
- D238 ANARCHY PRESENTS DEXION PARTY DEMOS 1 Recent good demos
- D239 ANARCHY SMOKER COMPILATION And some more!!
- D241 ANGELS MEGADEMO Good but not mega
- D242 3D DEMOS Get out your 3D glasses and CHECK THESE OUT!
- D243 KEFFRENS THE WALL Great intro! Good graffiti, then so so
- D259 PHENOMENA ENIGMA Absolutely awesome!!! Fantastic. Get it 6 OF 1 (PRISONER DEMO) Not meg but great subject for a demo
- D261 SIMPSONS DEMO BY DECAY Probably the best so far (1 meg)
- D264 ANALOGUE MEGADEMO Great intro and novel demo selection
- D265 GALLOW MEGADEMO Purple Hazel! Great colours, fair demo
- D266 AURORA MEGADEMO Dramatic intro, good music, Ham Bobs!
- D267 BASS MEGADEMO Great housey music throughout
- D268 CHAOS ROCK A fantastic lightshow based on fractal patterns!
- D269 PULLING THE TRIGGER Loved the music! Well presented demos (1 meg)
- D272 SIMPSONS DEMO BY EQUINOX Loads pics and music mix
- D273 SIMPSONS DEMO BY FREEHAND Great slides and sounds
- D294 SILENTS: ICE MEGADEMO (1 meg) Brill demo, more interesting for coders
- D295 TOMSOFT: VIRTUAL WORLD (1 meg) Its a classic. Best this year
- D296 MAGNETIC FIELDS: HYSTERISIS Good demo, now loader friendly.
- S377 NEWTEK DYNAMIC HI-RES SLIDESHOW (1 meg) piccys from the ads.
- S380 ADDAMS FAMILY SLIDESHOW Collection from the cult series
- S381 FRAXION FANTASY SLIDESHOW Great presentation, great piccys
- S386 BLOODSPORT SLIDESHOW For oriental sports fans!
- S390 LURE CORRUPTION-NAPALM DEATH SLIDESHOW Heavy!
- S393/4/5 DEFINITIVE MADONNA SLIDESHOW (3 disks) 1 meg & 2 drives
- S441 INVISIBLE WORLD SLIDESHOW See it and itch. Micro bugs.
- S445 JET FIGHTER ANIM Similar to The Run, but far better (1 meg)
- S446 AGATRON ANIM 10 Enterprise leaving dock. Superb (1 meg)
- S447 STEVES ANIM No. 1 Some superb little anims. Have a look
- S448 STEVES ANIM No. 2 More cute little anims. I love 'em
- S449 AGATRON ANIM FLEET MANOEUVRE (1 meg) Tobias best yet. Very impressive

- H555 BATMAN THE MOVIE ANIMATION (1 meg) Good funny cartoon
- H559 MAGICIAN AND JOGGER ANIMATIONS (1 meg) Ray traced anims.
- H560 CAR AND UNICYCLE ANIMATION (1 meg) Brill anim, a must for fans!
- H561 STEVE'S ANIMS 3 (1 meg) More of these cute little anims
- H562 STEVE'S ANIMS 4 (1 meg) From Steve Packer (as featured briefly in this magazine)
- H563 STEVE'S ANIMS 5 (1 meg) Get the ghoules, before they get yours
- H564 EVIL DEAD DEMO (1 meg) The famous 'stretching nose' animation!
- H565 RGB & FOCUS (1 meg) The famous 'stretching nose' animation!
- H570/1 TRON ANIMATION (1 meg & 2 disks) Great anim based upon the film
- H572 FRANKLYN THE FLY (1 meg) Simple but effective and funny
- H607 WINGS ANIMATION Brilliant stuff and long too! (1 meg) Good
- H573 TOO MUCH 3D (1 meg) The spaceship flies out of the screen
- H576 IRAQ DEMO Amusing animation of what might have been
- H577 MORE AEROTONS More in the series of Stealthy cartoons
- H578 ROBOPC ANIMATION You have 15 seconds to comply etc. In colour
- H579 MORE CLASSY ANIMATIONS More cute anims from Steve Packer
- H582 BATTLE CHESS DEMO Great game demo (even if you cannot play chess)
- X110 FRAXION HORROR Great cartoon graphic demo of nasty stuff.

POWER DEMOS (All demos in this section require loads of memory)

- P001/2 WALKER DEMO 1 (2 meg 2 disks)
- P003/4 WALKER DEMO 2 (2 meg 2 disks)
- P005/6/7 LOST IN SPACE (2 meg 3 disks)
- P008/9 THE SENTINAL (3 meg 2 disks)
- P019/20 VAUX KILLER (2.5 meg 2 disks) OK but not brill anim
- P021-026 UPGRADE (1.5 meg 2 drives 6 yes 6 disks !!!) multi part anim
- P010/11 HEADKICK ANIM (2 meg 2 disks plus Hard-Drive)
- P012/3 STATION AT KHERN (2 meg 3 disks)
- P030/1 DRAGONS LAIR 2 GAME DEMO Superb (3 meg 2 disks)
- P032/3/4 BUZZED Great ray traced anim (2 meg 3 disks)
- P035/6/7/8 AUTOMATED LIGHT (BATTLESTAR GALACTICA) (3 meg 4 disks)
- P044/5 ANTI LEMMING DEMO (2 meg) Excellent Eric Schwartz animation

MUSIC

- M005 MAHONEY & KAKTUS Brilliant music disk
- M030 DIGITAL CONCERT 2 Over 12 mins of mixed house music
- M070 CRUSADERS BACTERIA Stunning sound and graphics
- M170 NEWTRONS MUSIC DISK 'HEADBANGER' You will not believe this!!
- M197 GROOVE IS IN THE HEART Good re-mix of chart hit
- M200/1/2 SAE AMAZING TUNES 2 (3 disks 1 meg) Superb!
- M212 MAG. FIELDS CHIP FESTIVAL Another huge collection
- M216/7 RAF MEGA MIX 2 (2 disk set) Good quality music mix
- M226 DYNAMITE BEATS 4 Another very classy music disk from MAX
- M230 DEXION PARTY MUSIC AND PICCYS A good disk as always
- M232 ALCATRAZ MUZIC Classy presentation, 3 good tracks!!
- M269 ALCATRAZ MORE THAN MUSIC Superb, though slightly buggy

UTILITIES

- U103 ULTIMATE VIRUS KILLER Updated now knows 124 viruses
- U107 VIRUS CATALOGUE What it does, how and where from
- U125 AMIBASE A good database. Start a disk catalogue now.
- U233 UEDIT Good Public Domain word processor
- U267 ELECTROCAD DEMO (1 meg) Circuit diagram design tool. No save in demo.
- U280 LABEL PRINTER Helps print your custom labels
- U306-312 CLIP ART Collection of clip art for DTP etc.
- U505-508 SOUNDTRACKER SAMPLE DISKS Instrument disks
- U611 MED 3.11 Latest version of this great music utility
- U613 ICON MAGIC Loads of icon utilities
- U616 DESK TOP PUBLISHER Don't know if it's good. It's all in German
- U619 MESSYSID Dreams answered, working Messydos plus SID
- U621/4 C-MANUAL Latest 4 disk C Manual by Anders Bjerrin
- U629/30 COMMSPLATION 2 disks packed with modern utilities

GAMES

- G107 STAR TREK GAME Good graphic adventure Best with 1 meg (2 disks)
- G109 BUZZARD Good horizontal shoot 'em up
- G133 PD GAMES COMPO Good selection inc. Well trix and Breakout
- G136 DRIP Very tricky painter type game. Almost commercial quality!
- G137 THE TURN & TRICKY A couple of good puzzle games by Peter Hande
- G138 MARBLE SLIDE A cross between Pipemania and sliding blocks. Great!!
- G141 MAYHEM GAME FROM ENSIGNIA Spaceship in caverns tricky but addictive
- G142 PD GAMES COMPO 3 Great Pacman plus 2 others
- G143 JEOPARDY (1 meg) Version of the board game Risk!
- G152 PD GAMES COMPO 9 Battlemech, Bullrun (Battle sim) etc
- G154 BATTLEFORCE (1 meg) Strategy battle game
- G159 ANTEP (1 meg) RPG also SLOT a good car chase game
- G170 MEGABALL The ultimate PD Breakout game?
- G171 ZEUS Simple but addictive puzzle game. Great
- G175 CUBULUS Great 'Rubiks Cube' type puzzle. Excellent
- G178 WIZZY'S QUEST (1 meg) Super game for PD (Shareware)
- G179 LLAMATRON By Jeff Minter blast the beasts! (Shareware)
- G197 NBS GREAT GAMES VOL. 3 Superb new games
- G198 PATIENCE CARD GAMES Superb games and graphics

EDUCATION

- E006/7 LEARN AND PLAY Games plus maths and words (kids 5+)
- E008 TALKING COLOURING BOOK Draw the pictures then colour them

FISH, T-BAG, AND GLAMOUR DISKS

We now hold all fish disks up to 510. The Fish Aquarium catalogue has been updated to include all the new disks. Although most of the programs are technical there are some great games and animations hidden away, we thoroughly recommend looking through the catalogue disk. We have all T-BAG disks up to 54

GLAMOUR DISKS: We have an excellent collection of over 50 disks, demos and slides. Please remember you have to include a signed statement saying you are 18 or over to obtain these disks.

AMOS

Please note: all AMOS PD is £1.50 per disk. This is a selected list of the very best of the new AMOS Public Domain. All disks DO NOT require AMOS to run!!!

- A102 (Game) Chainsaw Death (1 meg)
- A103/4 (Game) Pick Up a Puzzle (2 disks, 1 meg)
- A105/6 (Game) Picture it (2 disks, 1 meg)
- A109 (Demo) Birds of Prey Picture Show
- A110 (Game) Cross Fire (1 meg)
- A115 (Game) Ballooney (1 meg)
- A123 (Game) Deadline (1 meg)
- A124 (Demo) Bob Maniacs by Syntax
- A130 (Game) The Wooden Ball (1 meg)
- A131 (Demo) Armageddon Demo by Syntax (1 meg)
- A132 (Util) Family History Database (1 meg)
- A137 (Game) Tile Trail
- A135 (Educ) Simon and Space Maths
- A146 (Game) Fruit Machine & Fruit Crush
- A160 (Quiz) Amos Quizmaster (1 meg)
- A162 (Util) Sound Samples 10. Clapping, creaks etc.
- A166 (Game) Pick-up a Puzzle Data disk 2 (Needs A103)
- A167 (Game) Jigmania Data disk (Needs L013) (1 meg)
- A176 (Util) Database Master (1 meg)
- A178 (Game) Mastermind & Pair-up (1 meg)
- A180/1 (Game) Dungeon Deliver (2 disks, 1 meg)
- A182/3 (Game) Pixie Kingdom (2 disks, 1 meg)

AMOS LICENSEWARE

All disks cost £3.50, which includes contribution to the programmer.

- L001 (Art) Colouring Book (1 meg)
- L004 (Game) Thingamajig (1 meg)
- L005 (Game) Jungle Bungle (1 meg)
- L006 (Game) Pukado (1 meg)
- L007 (Game) 4 way Lynx (1 meg)
- L008 (Educ) Work and Play (1 meg)
- L009 (Prog) AMOS Assembler
- L010 (Educ) The Word Factory (1 meg)
- L011 (Game) Go-Getter (1 meg)
- L012 (Game) Hypnotic Land (1 meg)
- L013 (Game) Jigmania (1 meg)
- L014 (Educ) Play it Safe (1 meg)
- L015 (Game) Shapes and Colours (1 meg)
- L016 (Game) Reversi 2 (1 meg)
- L017 (Game) Dogfight (1 meg)
- L018 (Game) Touchstone (1 meg)
- L019 (Game) X-IT 50 Excellent game (1 meg)
- L020 (Util) Wordy Word Processor
- L021 (Quiz) Quingo 3000 questions (1 meg)
- L022 (Util) LC10 Fonts. Now supports Lc200
- L023 (Game) ESP. Skill game
- L024 (Game) Shining Way of Kung Fu (1 meg, 2 disks £5.50)
- L025 (Game) The Mission (1 meg) Text adventure
- L026 (Game) Cyad (1 meg) Great puzzle game

ALL LATEST AMOS LICENSEWARE NOW IN STOCK
ALL DISKS MARKED * ARE PRIMARILY WRITTEN FOR CHILDREN

NBS COMMERCIAL SOFTWARE

As we now have a retail outlet we have a full range of software for ALL computers, plus blank disks, joysticks, cables, etc. Typically all software prices are 20% off RRP plus one free PD with games up to £10.00 and 2 up to £20.00 etc. (Mail order only)
Please ring for latest info.
NBS provides the complete service!!

ORDERING DETAILS

PLEASE MAKE CHEQUES/P.O.'S PAYABLE TO NBS
AND SEND TO: NBS, DEPT. A, 1 CHAIN LANE,
NEWPORT, ISLE OF WIGHT. PO30 5QA.
TELEPHONE: (0983) 529594
FAX (0983) 821599

Or if you have a credit card you can phone or fax your order to us. Please remember to include 50p towards postage and packing to total order. All orders (up to 3kg) despatched by first class post, please add 30p for recorded delivery.

All used postage stamps donated to
"Guide Dogs for the Blind"

WE LOVE INTERNATIONAL ORDERS
All orders sent by Air Mail. For European orders please add 25p per disk. World Orders add 50p per disk. International payments by Credit Card, British Postal Orders, Eurocheque, any cheque with a UK cashing address, or even cash (Registered Letter)

PLEASE NOTE NEW PRICE
FOR PUBLIC DOMAIN SOFTWARE

NBS PUBLIC DOMAIN.....£1.25
AMOS PUBLIC DOMAIN DISKS.....£1.50
AMOS LICENSEWARE.....£3.50

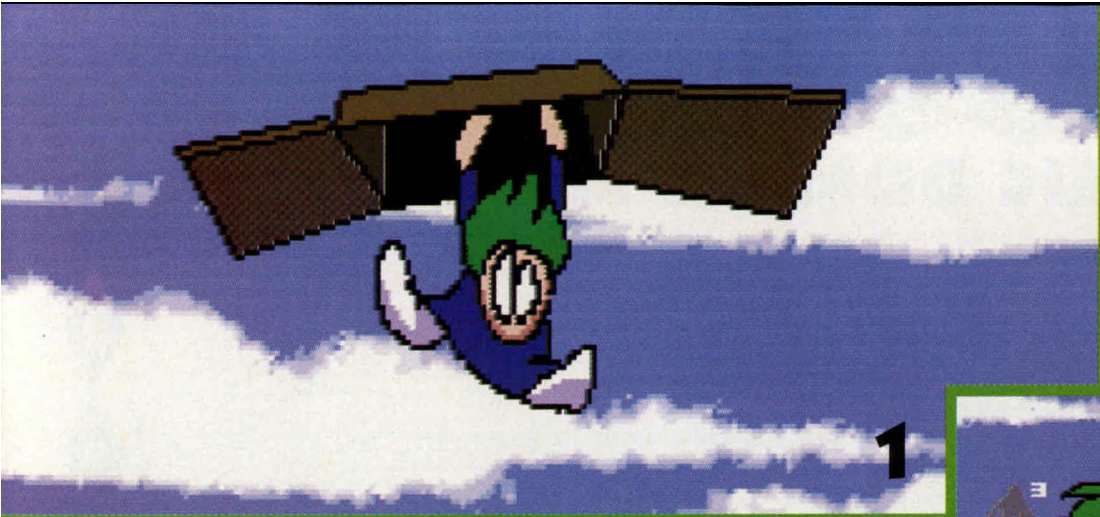
Price is per
disk NOT
per title

Please remember to add 50p per order
towards postage and packing

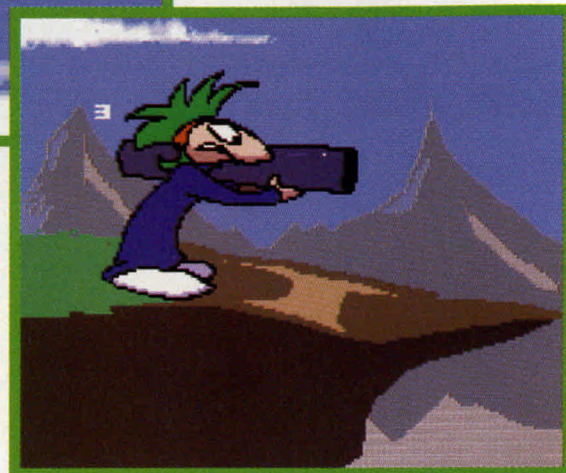
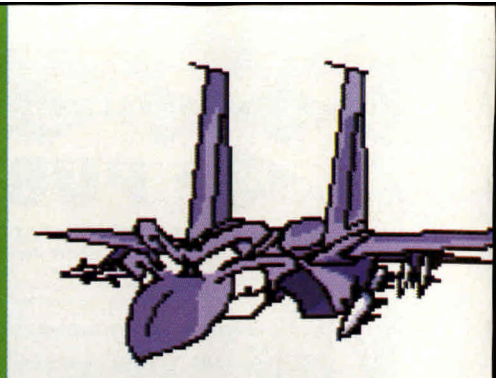
SPECIAL OFFER !! TWO FREE DISKS
FOR EVERY 10 ORDERED

SOME PEOPLE THINK RUNNING A PD LIBRARY IS A GAME.
BUT IT'S YOUR MONEY THEY'RE PLAYING WITH. DON'T
TAKE A CHANCE. ADVANCE TO GO. WITH NBS.

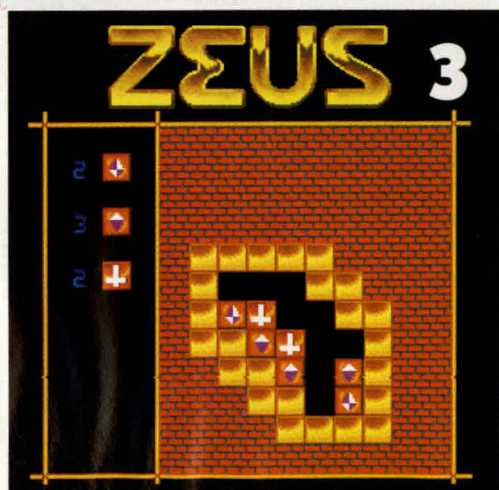
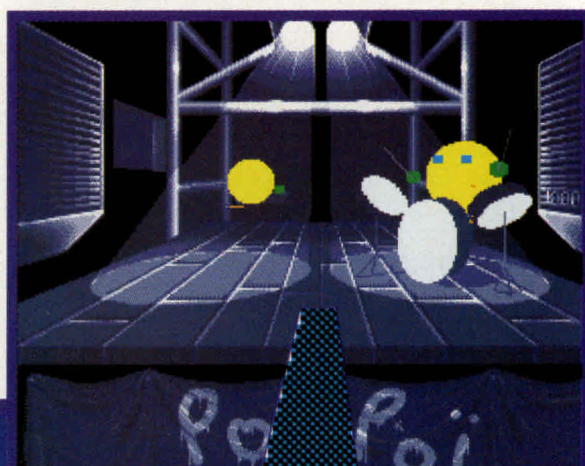
NBS PD UPDATE 7 IS NOW ON THE STREET. Past customers already have their copy. To receive yours just send a stamped addressed envelope.



1



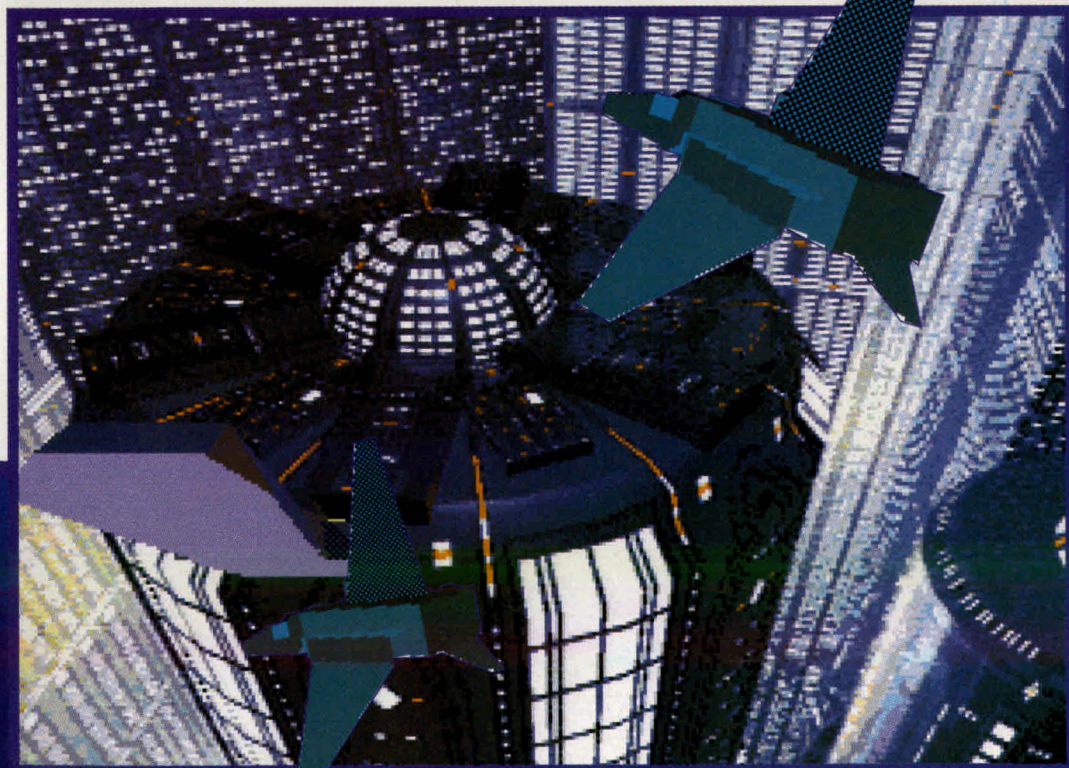
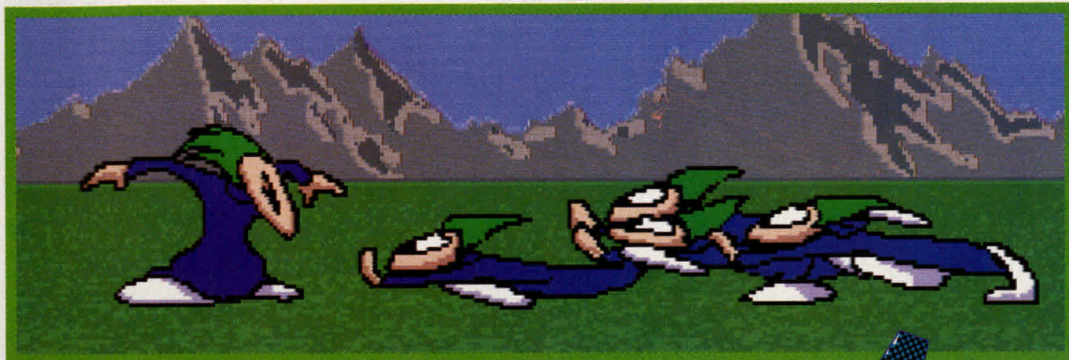
2



This month we've decided to give extra coverage to two excellent demos. We felt that the quality and quantity of the graphics deserved extra space, so we've extended the feature to two pages! Also, there has been no shortage of PD games this month, so we've given a couple some much needed publicity.



DEMO



1 The success of the game *Lemmings* is quite phenomenal and it was quite obvious that sooner or later, those cute little suicidal creatures would make their way into the world of Public Domain. Thankfully, the demo's a peach and well worth getting hold of. It features several Lemmings being attacked by a rather vicious looking F-15 aircraft. A vain attempt to thwart the plane fails and sadly, all the Lemmings are wiped out. Unfortunately, due to the length of this quality animation, it will only work on Amigas fitted with two megabytes of memory or more. Oh, by the way, it was passed on to us by those very nice people at NBS.

2 One of the most impressive 3D vector graphic displays we've seen in a long time can be found on the *Tom Soft* demo available now from *Ultimate PD*. Just recently, it has won an award in Norway for being the best demo available. It features stunning vector graphics, various soundtracks and some of the most atmospheric backdrops ever seen in a demo of this kind, which incidentally, bear a striking resemblance to the excellent film, *Blade Runner*. Although the intro sequence suggests this will run on half meg Amigas, *Ultimate PD* have informed us that this is not the case.

3 Why spend over 20 quid on an average puzzle game, when you can get your hands on *Zeus* for around a quid. Supplied by NBS, the game is quite a simple affair really, yet mildly addictive. The aim is to guide various blocks around the screen and match them up. Once all of the objects have disappeared, you can progress onto the next level.

4 The Shoot'em-up *Construction Kit* was quite a big success, yet we never really saw any of the results. *Go Looly* is a simple, vertically scrolling shoot'em-up. In other words, identical to anything else that's ever been written in SEUCK.



NBS, 132 Gunville Road, Newport,
Isle of Wight, PO30 5LH.
Tel: 0983 529594
Fax: 0983 821599

Ultimate PD, 44 Festiniog Road,
Calbafu, Cardiff, CF4 2QS.

A Bit On The Side, 8 Thorald Place,
Kirk Sandall, Doncaster.
Tel: 0302 887332

**FAST
FRIENDLY
&
RELIABLE**

ULTIMATE P.D.

**ONLY 99p
PER DISK**

DEMOS

- D001 WALKER 1 (1 Meg) Classic anim
- D002 WALKER 2 (1 Meg) Brill anim
- D003 WALKER 3 (1 Meg) Nice pair of legs
- D004 COOL COUGAR (1 Meg) Cartoon quality anim
- D005 OBSCENE 5 (2 Disks) Naughty phone calls
- D006 AGATRON SLIDES 1, Good slideshow
- D007 X-WING ANIM (1 Meg) Another good one
- D011 ANTHROX VIOLENCE DEMO, Funny & original demo
- D012 REBELS MEGADEMO. Get this disk
- D014 SPACE ACE DEMO (1 Meg) Cool!
- D015 UGLY MUG GOES FOR A SPIN..
- D016 X-WING 2 (1 Meg) Another good anim
- D017 GHOST POOL (1 Meg) Check it out
- D023 STEALTHY 2 ANIM. Amazing anim
- D024 A.L.F. DEMO. Do the ALF rap
- D028 BUDBRAIN MEGADEMO (2 Disks) Totally Fab, get it
- D031 RAIDER OF THE LOST ARK ANIM (1 Meg) Brill
- D032 JUGGETTE ANIM (1 Meg) The Juggler's wife
- D033 OBSCENE 2. More obscene phone calls
- D034 PORSCHE ANIM (1 Meg) Fantastic
- D036 CAR CHASE (1 Meg) Amazing, get it
- D037 GYMNAST ANIM (1 Meg) Very good
- D039 FRACTAL FLIGHT (1 Meg) Wow!!!!!!
- D041 AGATRON SLIDES 10. Amazing artwork
- D045 ARSE WIPE ADVERT. He, he, he, very funny
- D046 GARFIELD SLIDESHOW. Meeooww, good
- D047 RAF MEGADEMO (2 Disks) Amazing Ghostbusters part
- D048 END OF THE CENTURY MEGADEMO 2. A cool disk
- D050 THE X-MAS SONG (2 Disks) (XXX) Hilarious
- D052 WE WANT SOME PUSSY RAP (XXX) No comment, he, he
- D054 FILLET THE FISH. Puggs in space style demo
- D056 SCOPEX MENTAL HANGOVER. Get this now!!!
- D059 RED SECTOR MEGADEMO (2 Disks) Get this as well!!!!
- D060 EDDIE MURPHEY DELIRIOUS (2 Disks) (XXX) Funny!
- D061 EDDIE MURPHEY DELIRIOUS 2 (2 Disks) (XXX) Funny!
- D062 RED SECTOR CEBIT 90. Get this one!
- D064 PUGGS IN SPACE. Very good
- D067 LOTUS & UNICYCLE (1 Meg) Now a classic anim
- D069 NIGHTBRED SLIDESHOW. TV quality pictures
- D070 SAFE SEX DEMO. Funny, but harmless
- D074 DREAM PACK. Includes the amazing PO1 PO1 demo
- D076 OBSCENE 3. Even more dirty phone calls
- D077 GOOD MORNING VIETNAM. Yippee
- D082 MONTY PYTHON "NUDGE NUDGE" (2 Disks/2 drives req.)
- D086 HARD CRACK GRAPHICS. Nice music & piccys
- D088 SILENTS MEGADEMO. Brill loader, just get it
- D092 GOLDFIRE MEGADEMO. Get this or else!!!!!!
- D095 OUTSIDERS ACID DEMO. One for acid freaks
- D106 SCIENCE 451 MEGADEMO. Very good
- D109 NO BRAIN, NO PAIN (2 Disks) Good
- D111 CRUSADERS BACTERIA. Brill music
- D118 CRIONICS MEGADEMO. Includes famous Maddonna demo
- D127 CHUBBY BROWN (XXX) Funny disk
- D129 INTUITION MEGADEMO. Good stuff
- D134 SLIPSTREAM - GARFIELD DEMO. Check it out
- D136 PUNK CROC CREW MEGADEMO. Includes NEIGHBOURS
- D138 BRUCE LEE SLIDESHOW (3 Disks) Fans only

- D145 FAST CARS SLIDESHOW. For fans only
- D146 MAGICIAN & RUNNER ANIM (1 Meg) Good stuff
- D147 NEIGHBOURS SLIDESHOW. With captions added. Funny
- D148 VIZ CALENDAR SLIDESHOW. Good
- D150 WINDSURFER ANIMS (1 Meg) (2 Disks) Very cool
- D151 ROBOPOL 2 SLIDESHOW. For fans only
- D152 KIM WILDE SLIDESHOW. For fans only
- D153 EPIC GAME DEMO (1 Meg) Brill, Fab, Amazing!!!!
- D154 TOTAL RECALL SLIDESHOW. Fans only
- D158 OPERATION VARK, OPERATION WOLF Look-a-Like
- D160 EXODUS REAL 3D. Amazing 3D pictures
- D163 PROBE SEQUENCE (1 Meg) Been on tele
- D167 KNIGHT ANIM. Good stuff
- D168 HORIZON MEGADEMO. Good
- D169 BUDBRAIN MEGADEMO 2. Get it now!!!!
- D174 NEWTEK 1 (2 Disks/2 drives req.) Fantastic
- D176 JASPER CARROT. Fans only
- D177 NEWTEK 3 (2 Disks/2 drives req.) Yahoo!
- D178 OBSCENE J. The first of the series
- D181 NASA PICS. Good slideshow
- D184 DRAGONS LAIR 2 (1 Meg) Check it out
- D185 WRATH OF THE DEMON DEMO (1 Meg)
- D186 TEAM SUZUKI DEMO. Rolling demo of game
- D187 BATMAN THE MOVIE (1 Meg) Good funny anim
- D188 DEMONIAK DEMO (1 Meg) Good stuff
- D189 SIMPLE STUFF. Good demos
- D190 IRAQI DEMO (1 Meg) Very, very good
- D191 COOL CARS. Amazing pictures
- D194 PROLOGIC PARTY TIME. Sit back & be amazed
- D205 WALKER 1 (2 Disks/2 Meg) The big one
- D206 WALKER 2 (2 Disks/2 Meg) Another big one
- D207 EQUAMAN 2 & DRUNKEN SKULLS. Good
- D209 TRON ANIM (2 Disks/1 Meg) Amazing, Brill
- D217 SLYCATH DEMOS 1. 5 cool demos
- D222 MAGNETIC FIELDS HYSTERESIS. Fantastic
- D223 HAM INVASION. Amazing pictures
- D224 ANARCHY SYSTEM VIOLATER. Mega cool
- D225 SLYCATH DEMO COMP 2. 6 brill demos
- D226 CRIONICS TOTAL DESTRUCTION. Brill
- D228 TOP GUN DEMO (2 Meg/2 Disks) Good
- D229 PHENONENA MEGA DEMO II. Brill!!
- D231 2 Disks KGB MEGA DEMO. Amazing!
- D237 SILENCE GLOBAL THRASH. Awsome
- D243 SCOPEX DEMO DISK 132. 1 Meg includes a cool Simpsons demo

GAMES

- G001 STAR TREK 3 (2 Disks) The Best
- G002 SPACE BLITZ. Cool
- G003 RETURN TO EARTH. Space trading!
- G004 ADVENTURE GAMES, Text Adventures
- G005 YELP. Arcade Game
- G006 BREAKOUT CONSTRUCTION KIT. Good
- G008 BOARD GAMES, Monopoly etc
- G019 MIXED GAMES
- G010 WHEEL OF FORTUNE, Like TV Prog
- G011 YAHZEE, Popular dice game.
- G014 BUCK ROGERS, Shoot-em-up
- G015 STAR TREK (3 Disks/2 Drives Req) Cool
- G016 TENNIS (1 Meg) Includes speech
- G017 PSEUDO COP GAME, ED209
- G019 PARANOID, Breakout game
- G020 TRAIN CONSTRUCTION SET. Good fun

MUSIC

- M002 ROGER RAMJET RAP. Long & good
- M006 HE SWEARS A LITTLE BIT (2 Disks/2 drives req.)
- M011 D-MOB MUSIC 2. Cool music
- M012 D-MOB MUSIC 4 (2 Disks) Good music
- M013 ENEMIES MUSIC 3. Some great music
- M014 REBELS MEGABLAST. Robotic style tunes
- M020 NEWTONS MUSIC DISK. Great equalizers
- M021 KYLIE MINOGUE "MADE IN HEAVEN" (2 Disks)
- M022 AMIGA CHART MIX 3. Good music
- M023 TITAN TRAX 1. Great, beaty music
- M024 CRUSADERS FREAKED OUT. Well ard disk
- M025 H.C.C. JARRE SHOW. Get it
- M026 AMIGA CHART MIX 5. More brill music
- M028 COMIC STRIP. Nice silly songs
- M029 D-MOB MUSIC 3. Good stuff
- M030 VISIT TOXTEETH. Take a trip to Toxteeth
- M031 POPEYE MEETS THE BEACHBOYS. Funny
- M033 DEREK & CLIVE (2 Disks/XXX) Funny
- M034 TOTAL REMIX (2 Disks) Very funny
- M035 DIGITAL CONCERT 2. Get it now!
- M036 DIGITAL CONCERT 3. Get this as well!
- M037 DIGITAL CONCERT 4. And this!
- M038 DIGITAL CONCERT 5. As above
- M039 DIGITAL CONCERT 6. As above, as above
- M040 RAF MEGA MIX 1. Coooo!!!!
- M042 BAT DANCE REMIX. Nice
- M045 MIAMI VICE REMIX. Good
- M048 SOUND ATAX. Plenty of good tunes
- M049 BEN ELTON. Very funny
- M051 POWER REMIX. Nice disk
- M054 SOUND OF SILENTS. Good stuff
- M055 GET UP. Cool long sample
- M057 D-MOB MUSIC 1. Good
- M061 DEPECHE MODE MUSIC. Fans only
- M062 RAVE BY HACKTRICK (1 Meg) Accidd
- M064 SOUND ATAX 2. 10 cool songs
- M070 SCOPEX'S BEAST MUSIC. Brill
- M072 H.C.C. MUSIC DISK 1. Very good
- M075 100 GREATEST C-64 TUNES. Brill
- M077 BOMB THE BASS. Well ard
- M081 FLASH (2 Disks) by Queen
- M091 4-MAT MUSIC. Cool music by 4 MAT
- M102 DEBBIE GIBSON (2 Disks) Electric Youth Sample
- M105 ALIEN NATION. Aural Ecstasy. Good beaty stuff.
- M112 JARRE REVOLUTIONS. Cool Jarre Music.
- M114 BETTY BOO! Just doing the do.
- M116 LAND OF CONFUSION by Genesis
- M120 HEAR THE DRUMMER. Get wicked
- M121 BAND AID 2 (2 Disks) Long sample
- M125 RAF Megamix 2 (2 Disks) Mega Cool
- M126 AMIGA CHARTS 2. Nice music mix.
- M127 AMIGA CHARTS 6. Very Good
- M134 MIAMI VICE THEME (4 Disks). Very long
- M136 LAUREL & HARDY (2 Disks/2 Drives). Fans only
- M138 SIMPSON'S - DO THE BART MAN (3 Disks) Cool
- M140 MADONNA, Justify my Love. Good
- M141 DIRTY DANCING. Nice music sample
- M142 AMAZING TUNES 2 (1 Meg/3 Disks) Brill. Get it.
- M143 TWIN PEAKS THEME, Fans only
- M147 JARRE LIVE. 11 cool songs
- M154 DON'T TOUCH IT. Funny song
- M156 POWER OF LOVE (2 Disks) Long sample
- M157 808 STATE REMIX. Good weird music
- M158 STUDIO MUSIC 1, 15 cool tunes
- M159 STUDIO MUSIC 2, 12 cool tunes
- M160 STUDIO MUSIC 3, 11 cool tunes
- M161 STUDIO MUSIC 4, 12 cool tunes
- M162 STUDIO MUSIC 5, 12 cool tunes
- M163 STUDIO MUSIC 6, 17, yes, 17 cool tunes
- M164 STUDIO MUSIC 7, 15 cool tunes
- M165 STUDIO MUSIC 8, 9 cool tunes
- M166 STUDIO MUSIC 9, 15 cool tunes
- M167 STUDIO MUSIC 10, 11 cool tunes

- M168 STUDIO MUSIC 11, 14 cool tunes
- M169 STUDIO MUSIC 12, 16 cool tunes
- M170 STUDIO MUSIC 13, 13 cool tunes
- M171 H.C.C. MUSIC Disk 2, Includes ED THE DUCK.
- M173 CRUSADERS DOES GENESIS. Fantastic
- M174 SILENTS - Blues House (2 Disks) Get this Now.
- M176 SPACED OUT 2, Wicked

UTILITIES

- U002 U-EDIT WORD PROCESSOR - Good stuff
- U004 SOUNDTRACKER COLLECTION (3 Disks) Brill
- U006 COPY & CRACK TOOLS, Handy
- U008 DARKSTAR UTILS 6, Boots, Copiers & Packers
- U009 DARKSTAR UTILS 5, Rippers, Virus
- U010 UTILS & More
- U010 GHOSTWRITER & RAINBOW WRITER. Make your own demos
- U012 MEGA UTILS. 175 Utilis & some Docs
- U014 FLEXY BASE. Powerful Database
- U015 GRAPHICS UTILS. Sprite editors & Docs
- U016 C MANUAL (3 Disks) Complete programming language
- U020 DOPE INTRO MAKER. Good stuff
- U021 ULTIMATE ICON DISK, Lots & Lots of Icons & Editors
- U023 WARRIORS CRUNCHER DISK, Loads of packers
- U024 SID CLI UTILITY. Very Very Good
- U025 M CAD, Computer Aided Design
- U029 BACK UP UTILITY. Copier
- U030 GAME MUSIC CREATOR, Soundtracker look-a-like
- U031 SPEEDBENCH, Faster loading Workbench
- U032 FONTS VOL2, Loads of good fonts
- U033 CLIP ART FONTS. Use with your art packages
- U038 ALPHA FLIGHT DEMO MAKER. Needs CLI knowledge
- U039 AMIBASE 3.76. Cool database
- U040 FONTS VOL1, Load of fonts
- U042 FONTS DISK, Even more cool fonts
- U043 R.I.M. DATABASE. Good
- U044 MOBED, MQveable OJject EDitor, Cool
- U047 JAZZBENCH, Better workbench
- U048 VC SPREADSHEET, Good
- U059 CLIP ART. Use with art packages
- U062 ULTIMATE COPY & VIRUS KILLER DISK, the best
- U063 CLIP ART, Animals, carton, people & more
- U064 CLIP ART, Transport, people, buildings & more
- U065 PAGESETTER CLIP ART, B&W art, works with art packs
- U066 C-LIGHT (1 Meg), Ray tracing package
- U069 NORTH "C" 1.3 (2 Disks), The latest version
- U070 PASCAL, PCQ 1.1
- U071 METALION UTILS, Font designers & more
- U072 RIPPERS DISK, The best rippers disk around
- U073 SAMPLE EDITOR, Good
- U074 SOUNDTRACKER, 8 Channels, Wow!
- U075 TECHNO HIP HOP SAMPLES, Use with Soundtracker
- U076 MASTER VIRUS KILLER 2.1, The latest version
- U080 ST03, Instruments for Soundtracker
- U081 ST04, More Instruments for Soundtracker
- U082 ST06, Even more Instruments for Soundtracker

ADULTS

Details of our Adult Disks are on the Mag Catalogue Disk & Adult Disks are only available to people over 18 years old.

NEW DISKS

This is only a small section of our range and we have over 100 of the best new PD Disks added to the collection Every Month.

HOW TO ORDER

The price is 99p per disk. Please add 50p post & packing to the total. Europe please add 50p post & packing per disk. Rest of the World please add 71p postage & packing per disk. Please make all cheques/PO's payable to Ultimate P.D.

Please send all orders to:
Ultimate P.D.

Dept (AAF2), 44 Festiniog Road, Gabalfa, Cardiff, Wales, CF4 2QS



ULTIMATE P.D. IS THE FASTEST, FRIENDLIEST AND MOST RELIABLE LIBRARY AROUND.

ALL ORDERS ARE BACK IN THE POST ON THE SAME MORNING.

ULTIMATE P.D. IS THE ONLY P.D. LIBRARY IN THE WORLD THAT IS RECOMMENDED BY THE PENNINE AMIGA CLUB.

ALL ORDERS WILL RECEIVE THE LATEST ISSUE OF THE ULTIMATE P.D. MAG CATALOGUE DISK, TOTALLY FREE.....The Mag Cata Disk always includes an amazing demo and fantastic music.

Order 10 disks, get one free.





NAUGHTY BOGGIT?

I write to register a formal complaint against the author of the Boggit's Domain column who wrote an exceptionally rude reply to my son, aged 10. He has written a letter with a query on some aspect of a Switchblade game.

I leave it to you to decide whether this particular author is quite the right person to correspond with children. I await your reply, before I seek a response from the chairman or managing director of the Amiga Action magazine.

Amit Roy, Isle of Dogs

Hope we've spelt your name right. The Boggit is a very grumpy being and is nearly always sarcastic (and sometimes rude) in his replies to letters, one of the reasons he is so popular. If he receives a letter about an arcade game in his adventure column you can guarantee some kind of derogatory remark.

Any comments he makes are made in jest and should be taken with a pinch of salt, they are not intended to offend. This is his first complaint in two years.

However, the editorial team apologises as it is quite obvious that you were upset with the reply in question. The Boggit is now sulking as we have told him to wash his mouth out with rancid Orc droppings!

FOOTBALL CRAZY

I bought my Amiga solely to play Kick Off 2. Being a big football fan, I've purchased every add-on that Anco have produced. Although I'm still heavily addicted to the series, I'd appreciate a few more releases. Please answer the following questions:

1: Do Anco plan to release Kick Off 3 and if so, what new features can we expect?

2: Is there any truth in the rumour that Anco are to release the sequel to Player Manager and that if the general public has any ideas, they will consider implementing them into the product?

3: Are there any other football game being released?

4: Which other football games do you recommend?

W Carson, Stockport

Following a brief telephone call to Anco, here are the answers to your questions:

1: Yes, they do plan to release Kick Off 3, but at the time of writing, there are no concrete details. Keep an eye on the news pages.

2: Player Manager 2 will be released towards the end of January 1992. If you've got any ideas, Anco want to know about them, so hurry up or you'll miss your chance to influence the outcome of what promises to be an excellent game.

3: Football games are released all the time, simply because they sell regardless of how good the product is.

4: Most football games are pretty dire, which is a shame. The only alternative to Kick Off 2 is Manchester United - Europe, reviewed in last month's issue.

SPOT THE DIFFERENCE

Although I have been reading Amiga Action since the first issue I do occasionally browse at other magazines. My sister owns an ST (yuck!) and purchased The One ST. It was while I was looking through The One Amiga that I noticed that the two mags were identical. How can they be allowed to get away with such a blatant rip off?

We both own Monkey Islands from Lucasfilm and the Amiga version is visually and sonically better. However, the reviews in both the magazines were identical, even down to the graphics and sound scores. In fact, nearly every review was repeated in each, as well as features and news. The only piece that appeared to be individual was the cover. My sister and I were disgusted. Thank God there's Amiga Action. Keep up the excellent work.

J. Anson, Dorset.

Yes, we have noticed this and must agree that it's a complete and utter rip off. What's the point in splitting up a multi-format magazine only to produce two identical mags with a different cover? Rest assured, you'll never see any of our reviews duplicated in our sister mag, ST Action.

TECHNICAL KNOCKOUT

The Tech-Spec article featured in the July issue of Amiga Action contains the same information as

the Amiga manual on the command INSTALL DF0. The command used to make a disk autoboot.

My problem is that my Amiga does not want to know about this. After formatting a disk, I use the install command, only to get a request for the Workbench disc. After a few moments of disk activity the following statement appears in the CLI window:

```
Usage Install Drive <DF0/  
DF1/DF2/DF3>: (noboot)  
(check).
```

I have tried most combinations of the install command but I am still enjoying no success whatsoever. As a newcomer to the Amiga I find this most frustrating, what am I doing wrong?

J.M.Porter, Leyland

The big problem with the Amiga operating system, is that it wasn't designed to cater for the bog standard A500. If you've only got 512k and one drive, you'll probably have to insert the Workbench disk every time you enter a CLI command. This does become very annoying. Fortunately, there is a solution.

The best way around it is to copy the commands you wish to use (in this case, Install) onto the ram drive. All the CLI commands can be found in the C: folder. Therefore, to copy a command simply type:

```
COPY C:INSTALL TO RAM:  
with the Workbench disk in drive  
DF0:
```

ABSOLUTE BEGINNER

I've just purchased an Amiga, and to be quite honest, it's the first time I have ever used a computer. After browsing through a few magazines on the shelf at my local newsagent I decided to buy yours, even though I was ideally looking for a publication that dealt with newcomers only.

I write this letter in the hope that somebody will answer the following questions:

1: What do you get on Public Domain disks and how much should I pay for the privilege of owning such a disk?

2: Eventually, I would like to attempt to program a game myself, but I haven't the slightest idea of

how to go about this. What steps should I take and how much is it likely to cost me?

3: Which type of games do you recommend?

I realise that some of these questions may be rather stupid, but remember, I've only owned my Amiga for a couple of weeks and the whole business seems very confusing. Thank you in advance for your help.

M Booth, Chester

I can imagine it must be quite bewildering for somebody who has never used a computer before, so here are the answers to your questions:

1: There are thousands of Public Domain disks to choose from and there are a couple of ways in which you can get your hands on them. The first is to simply copy the disk off a friend as there is no law against this. The second is to buy the disks directly from a specialised supplier. Such suppliers advertise throughout this magazine. The average price of a disk is around £1 and they may contain anything from utilities to games.

2: Programming the Amiga is not very easy, particularly using Assembly language. To begin with you're probably best experimenting with the Basic language supplied with the Amiga, although AMOS Basic is better suited to games programming. Once you begin writing in Machine code, you'll need an Assembler, a 68000 programming guide and a decent hardware reference manual. All this will knock you back well over £100, so it's not very cheap to begin with.

3: It's difficult to say which style games are the best, as it's all down to personal taste. I suggest you check out the amazing Superleagues, after all that's what their there for.

Send your letters to:

**Peter Lee, Talk Back,
Amiga Action,
Europress Interactive Ltd.,
Europa House,
Adlington Park,
Macclesfield
SK10 4NP.**

Talk Back

Late Kick Off

As always things have been happening at the last minute. Games have been coming in with no space for them to be put in the mag as a full review. But in the end we managed to sort things out and these are the ones that have been squeezed in. So enjoy these little teasers and get ready to see what the final verdict is next month.



VOLFIED EMPIRE — £25.99

Cast your mind back umpteen years to the stage in the arcade machines when you were busy enjoying games such as Tempest (I wonder how many of you remember that?). Well, round about then there was also a game called Styx — Ah! You remember it. Well, that's basically what Volfied is, but revamped for today's market.

On first impressions the game doesn't look to be much, but the gameplay is very good and will have you addicted quite quickly. Any veteran arcade and computer fan will remember Tempest, and I'm sure they'll be itching to get their hands on Volfied ASAP.

HOME

- Really addictive
- A good range of difficulty levels

AWAY

- Not too varied



BLADE WARRIOR MIRRORSOFT — £25.99

Blade Warrior is set in a strange and atmospheric world where the mighty forces of evil reign supreme. The good are oppressed and any who stand against the dominant force

are squashed in an instant. But there is one lone figure who does not bow down, and this warrior possesses the power to redress the balance of good and evil (doesn't he always?).

You take on the role of the Blade Warrior using your sword to quell the evil that runs havoc within this murky land. But even though the game is atmospheric the silhouettes do tend to get on your nerves.

HOME

- Pretty atmospheric
- Quite in-depth

AWAY

- Silhouette graphics a bit pointless



CAPTAIN PLANET MINDSCAPE — THE AMIGA CARTOON CAPERS PACK.

Everybody is well aware of the fact that we're rapidly destroying the planet. Whatever action the various leaders of the world take, it does nothing to improve the situation. Fortunately, a superhero by the name of Captain Planet is on a mission to save the world.

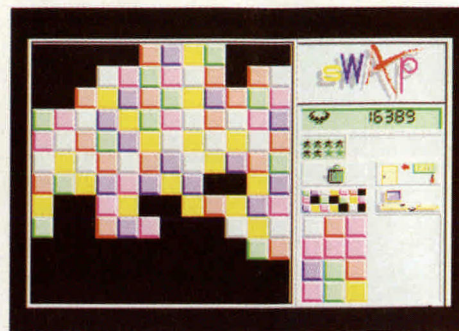
Captain Planet and the Planeteers is based on the award winning cartoon series which follows the exploits of the Captain as he attempts to clear up a series of ecological disasters. This includes clearing up oil spills, preventing air pollution and saving endangered species of animals. What we've effectively got is a simple platform game consisting of six levels. To complete a level you must simply clear it of anything that's likely to damage the planet.

HOME

- Effective cartoon style graphics
- Will appeal to platform freaks
- Various puzzles to solve

AWAY

- Initially very difficult
- Nothing original



SWAP PALACE — £24.99

Puzzle games don't get much simpler than this (well, unless it's Tangram). You view a large board covered in tiles. These vary in size and colour, and what you have to do is swap them about (adjacently) so that they match up with tile of the same shape and colour. Keep on doing this until all the tiles have disappeared and you've completed the level.

However, in practice this is a lot harder and a lot of thought and forward planning is going to be needed if you are to get past the very first level. Sounds simple, but you need to be a member of MENSA.

HOME

- It's a puzzle game
- Nothing else

AWAY

- Exceedingly repetitive
- Hardly any variety



EYE OF THE STORM EMPIRE — £34.99

Violence, violence, violence! Gosh, it's everywhere. And in this day and age where most people are a bit more aware of the social and environmental problems it would be nice to see a game without the main objective being to kill anything and everything.

Eye of the Storm puts you in a position where you don't need to kill, and by simply finding new things within the game, such as Alien Artifacts, and filming them you get paid loads of dosh! Or if you want you can find things for people and get paid that way. But don't worry gore-oholics. You can still go round causing as much carnage as you want (that's more like it) and get paid even more dosh than the other ways. However, this is slightly more dangerous and your opponents are a bit tough.

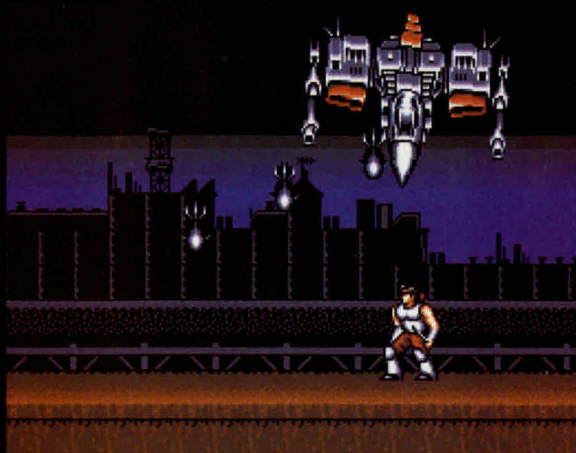
HOME

- Superbly drawn and animated graphics
- Huge and in-depth game

AWAY

- Nothing

Switchblade Two Free!



Why not have a copy of your favourite Amiga magazine delivered regularly by the post office – long before the local newsagent even sees it?

That's just one of the benefits of a subscription, but there's more...

Gremlin's Switchblade II is up for grabs as a freebie if you take up the offer.



Or, if you prefer the challenge of a superb racing simulation, you can opt for Supercars II instead.

Just fill in the coupon below and we'll do the rest, all for the bargain price of £24! It's an offer you can't afford to miss.

WITH A SUBSCRIPTION TO AMIGA ACTION.

TELEPHONE HOTLINE - 051-357 1275

We're here anytime day or night to take your order and speedily despatch your chosen free game. Just phone the hotline number and quote your name, address, credit card number and choice of free game – it couldn't be easier! We accept all major credit cards.



ORDERING FREE BY POST

Fill out the coupon below giving details of which games you require and the method of payment that you wish to use (N.B Cheques should be made payable to Europress Interactive). Then send the coupon to:

Europress Direct, FREEPOST,
Ellesmere Port, South Wirral,
L65 3EB. Telephone 051 357 1275

You do not need to put a stamp on the envelope if you live in the UK.

Okay, you've got yourself a deal! My choice of free game is (Tick appropriate box):

☐ **Switchblade II** ☐ **Supercars II**

Select appropriate box

New Sub

Renewal

I live in the United Kingdom (£24)

☐

8001

☐

8002

I live in Europe or Eire (£34)

☐

8003

☐

8004

I live outside Europe (£40)

☐

8005

☐

8006

☐

I would also like to subscribe to the cover disk (£12 inc VAT)

Please indicate payment method:

☐ Visa ☐ Access ☐ Postal Order (UK Only) ☐ Cheque (UK only)

Credit card number

Expiry date: /

Name

Address

Post code

This order form is not valid after September 30th.
AA Sep 91



Now that you have learnt a little bit about how the CLI works and how a bootable disk is created, this month we are going to look at a few utilities that may help to make your life easier when dealing with the Amiga operating system.

continuous disk swapping involved when copying disk contents.

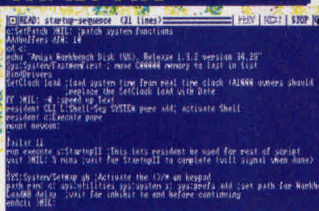
Domain. PD is rife with utility programs that will help to make disk editing a lot faster and a lot more flexible.

The second utility is Filemaster which, although not a disk utility, is very useful for debugging and scanning programs.

It's an interface device that allows you to load up programs and then scan them and works much like a disassembler but the code is displayed in hexadecimal or ASCII.

The ASCII view is a very useful option as it allows you to seek for hidden messages within a program and even edit them to your own specifications. The raw hex code is always displayed in the left window.

There are options to page forward and back as well as single step through a program. Editing text files is easy with Filemaster as you can actually change the code while in the program.



Well, it might be a curious name for a disk utility but it's certainly one of the best. SID is basically a disk interface but, unlike CLI, it displays all the files on a disk for you and allows you to select them by just simply clicking on them with the mouse pointer.

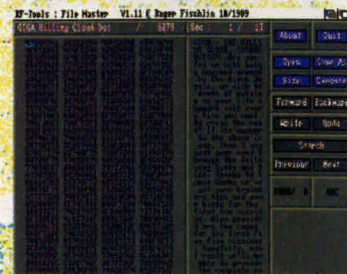
to the presently highlighted file. Renaming, deleting, arcing, loading and copying are just some of the features included. It also accommodates hard disk users. Copying is the most useful of all the functions.

At the bottom of the SID window there is a mass of commands that can be applied

For example, suppose you wanted to copy the contents of DF0: into DF1:. SID contains two disk windows and these can

be any combination of drives. The left one holds the information stored in DF0; while the right holds the information contained in DF1: By selecting all the files in DF0; and then clicking on copy, all those selected files will be replicated in DF1: It's as easy as that.

If you do consider getting one of the above utilities you should look in the PD libraries. If you are interested in contacting the people involved with the programs phone Softville Computer Supplies on 0705 266509.



Next month we will be doing a review in Tech-Spec on one of the most useful utilities around for hard disk users. Quarterback is a very powerful interface with great potential. Keep your eyes peeled for the next Amiga Action.





A BIT ON THE SIDE



8, Thorold Place, Kirk Sandall, Doncaster. DN3 1NU. Fax No.: 0302 - 887332

For 11 or more disks . . . 95p per disk. Up to 10 disks @ £1.25 each

P.D. HOTLINE : 0302 887332 ALL ORDERS RECEIVED BY PHONE BEFORE 3-30pm
WILL BE DESPATCHED THE SAME DAY

WE ARE NOW INTO OUR SECOND YEAR IN THE PD BUSINESS

- ✓ ALL DUPLICATION ON TO TOP QUALITY BRANDED DISKS
- ✓ NO MINIMUM ORDER - NO COMMITMENT WHATSOEVER
- ✓ ALL PRICES ARE FULLY INCLUSIVE OF FIRST CLASS POST AND PACKAGING
- ✓ ALL ORDERS OF 5 DISKS OR MORE WILL RECEIVE OUR CATALOGUE DISK (CONTAINING FULL DESCRIPTIONS OF ALL TITLES, A DEMO AND A PD GAME) COMPLETELY FREE OF CHARGE
- ✓ ALL ORDERS WILL RECEIVE A MEMBERSHIP NUMBER SO THAT FUTURE ORDERS CAN BE SENT AS QUICKLY AS POSSIBLE - ALL ORDERS DESPATCHED SAME DAY

GAMES

= 1 meg, (2) = 2 Disks, X=Adult

DEMOS

221	MORIA •	949	TURN/MARBLE SLIDE
281	WERNER GAME	971	SPACEPOKER
300	STAR TREK • (2)	985	TRICKY/SENSE PRO
321	LASER ZONE	1009	CHINESE CHECKERS
326	MEGAGAMES VOL. 1 DISK 1	1010	WET BEAVER TENNIS •
327	MEGAGAMES VOL. 1 DISK 2	1012	RINGS OF ZON •
328	MEGAGAMES VOL. 1 DISK 3	1016	QUIZ MASTER
329	MEGAGAMES VOL. 1 DISK 4	1072	SIMPSONS (SHOOT 'EM UP)
330	MEGAGAMES VOL. 1 DISK 5	1023	7 TILES
350	MEGAGAMES VOL. 2 DISK 1	1024	WIZZY'S QUEST •
351	MEGAGAMES VOL. 2 DISK 2	1039	ZEUS
351	MEGAGAMES VOL. 2 DISK 3	1115	MEGABALL (BREAKOUT)
356	MEGAGAMES VOL. 2 DISK 4	1116	SEALANCE (SUB. SIM.)
409	EMERALD MINES	1147	SERENE (S.E.U.C.K.)
414	RETURN TO EARTH (ELITE-TYPE GAME)	1148	RAID (S.E.U.C.K.)
534	BIONIX II	1149	SERENE II • (S.E.U.C.K.)
566	JUMPY	1174	TAROT - THE INNER YOU
567	TOMTESPELET	1177	DESTINATION MOONBASE
670	HOLY GRAIL • (TEXT ADV.)	1178	GALACTIC FOOD FIGHT
673	TRAIN CON. SET	1185	SCUM HATERS (S.E.U.C.K.)
686	EAT MINE (BOULDERDASHY)	1190	ASSASSINS GAMESPACK 2
690	MARATHON MINE (BOULDERDASH)	1198	NESTAR (CARD GAME)
742	TENNIS •	1199	LLAMATRON (JEFF MINTER GAME)
863	POPEYE LCD	1203	LEAPING LARRY
879	TREASURE SEARCH (FOR THE KIDS)	1204	HOLLYWOOD TRIVIA
906	GOLDEN FLEECE • (TEXT ADV.)	1206	ESCAPE FROM JOVI III
908	BLIZZARD (SHOOT 'EM UP)	1207	QUIZ MASTER 2

280	RED SECTOR M'DEMO (2)
401	BUDDBRAIN M'DEMO (2) X
402	CRIONICS M'DEMO
477	ALCATRAZ M'DEMO 4 (3)
575	NEVERWHERE •
762	BOXER
763	BEST OF ANARCHY '90
771	ACNE M'DEMO
806	CARDOMAN •
826	TOTAL DESTRUCTION •
838	3-D DEMOS •
841	SLEEPING BAG DEMO •
852	BUDDBRAIN M'DEMO 2
943	SYSTEM VIOLATION
947	MAGNETIC FIELDS 75 •

951	METAL COATHANGER
998	INTERSPACE
1003	ENIGMA
1004	MAGNETIC FIELDS 81
1045	THE FLAME ARROWS
1090	GLOB AL TRASH
1092	ZAN DEMODISK III
1113	TOTAL CONFUZION •
1114	PIXELLED PLEASURES
1134	MANTRDEMO •
1139	OBLIQUE INFINITY
1218	ALFA OMEGA
1219	VIRTUAL WORLD •
1220	ICE •

UTILITIES

127	PSEUDO OPS UTILS 1
222	ARP UTILS DISK
294	PAULS FREEWARE
362	GOLD FISH DISK 2
363	GOLD FISH DISK 3
417	A TEAM UTILS
578	FRACTAL GENERATOR
590	WOSNAME DATABASE
662	ANBALYTICALC S/SHEET
725	DARKSTAR UTILS III
727	ANGELS RIPPER PACK
779	D-COPY V1.0
785	DYNAX UTILS 6
877	SCENERY GENERATOR
899	A-GENE
905	RIM DATABASE W/B
909	C-LIGHT
910	MESSYDOS

915	U-EDIT W/PROCESSOR W/B
966	ULTIMATE ICON DISK
989	MASTER VIRUS KILLER V2.1
1046	1052 CLIP ART
1053	CHEAT DISK V1.0
1055	Q-BASE
1097	MED V3.0
1106	MED V3.11
1121	EXILE FONTS
1122	DYNAMITE FONTS
1124	NIB (COPIER)
1154	SOUNDCRAFT MUSIC UTILS •
1155	SIERRA SOLUTIONS
1216	BOWL V2.0 2 DRIVES
1217	NEW SUPERKILLERS
1233	VECTOR DESIGNER
1234	SUPERWORKBENCH 1.5
1235	DESKBENCH 1.3

MUSIC

57	POP GREATS VOL. 1	839	AMAZING TUNES II (3) •
283	AMIGA ALBUM III	868	BETTY BOO
293	KYLIE MINOGUE (2)	932	JOCHEN HIPPEL SOUND DEMO
365	D-MOB VOL. 2	942	BLUES HOUSE (2)
388	DEBBIE GIBSON (2)	948	CAPTURED IMAGINATION
433	KEFRENS JUKEBOX	961	AMIGADEUS (CLASSICAL)
543	100 C64 TUNES	968	ZARCH MUSIC COLLECTION III
549	TIMEX	983	NEWTRONS MUSIC BOX
577	SOUND OF SILENTS	1014	DO THE BARTMAN (3) 2 DRIVES
629	VANGELIS •	1069	CEREBRAL DELIGHTS (2)
639	ALCATRAZ MUSIC	1080	SOUNDCRAFT MUSIC 2 •
748	SAM FOX SOUND DISK	1108	VIVALDI - 4 SEASONS (2)
766	MUSICAL MASSACRE	1243	MANIC RAVES (2)
774	MASS COMPENSATES THE BRAIN II	1246	DRUMS & PIPES
781	BANGING RAVES		

AMOS LICENCEWARE

£3.50 per disk as laid down by AMOS PD LIBRARY
N.B. This is NOT P.D.

No.s 1,2,5,8,10 and 14 are very good for children

LPD1	COLOURING BOOK	LPD15	ARC ANGEL SHAPES •
LPD2	ARC ANGELS MATHS	LPD16	REVERSI II •
LPD4	THINGAMIJIG	LPD17	DOGFIGHT II •
LPD5	JUNGLE BUNGLE •	LPD18	TOUCHSTONES
LPD6	PUKADU	LPD19	X-IT 50
LPD7	4 WAY LYNX	LPD20	WORDY (PROCESSOR)
LPD8	WORK AND PLAY •	LPD21	QUINGO (3000 QUESTIONS) •
LPD9	ASSEMBLER - NEEDS AMOS	LPD22	LC10 FONTS
LPD10	THE WORD FACTORY •	LPD23	E.S.P. •
LPD11	GO-GETTER •	LPD 24	SHINING WAY OF KUNG FU (2 DISKS - PRICE = £5.50) •
LPD12	HYPNOTIC LANDS •	LPD 25	THE MISSION (TEXT ADV.) •
LPD13	JIGMANIA •	LPD26	C.Y.A.D. (PUZZLE GAME) •
LPD14	PLAY IT SAFE •		

ANIMATIONS/PICSHOWS

94	PROBE ANIM
156	PUGGS IN SPACE
244	WALKER I
245	WALKER II •
296	THE RUN •
378	AAGATRON S/SHOW 6
382	SILENTS FANTASY ART (2)
408	INDIANA JONES ANIM •
425	COOL COUGAR •
445	FORGOTTEN REALMS
583	FRACTAL FLIGHT •
652	FILLET THE FISH
722	TOTAL RECALL •
741	NIGHTBREED
830	FANTASY SPACE ART (2)
876	PORKY PIG •

882	WATERSHIP DOWN
894	CHAOS ROCK •
902	BATMAN MOVIE •
903	JUGGLER II •
933	TOLKIEN S/SHOW
1026	YABBA DABBA DOO
1032	MAGES STAFF
1056	COYOTE STRIKES BACK •
1060	AMY vs WALKER •
1061	LATE MIGHT/TERMINAL
1062	SIMPSONS S/SHOW •
1065	WRESTLEMANIA VII (2)
1094	PENTAGON S/SHOW
1102	NEMESIS - THE DARK (2)
1119	BASKETBALL •
1222	GRUSEL S/SHOW IV

ADULT TITLES DESCRIBED ON CATALOGUE DISK - OVER 18 ONLY

OVERSEAS PRICES ARE AS FOLLOWS :

E.E.C. £2.00 per disk

Non-E.E.C. £2.50 per disk

MINIMUM ORDER OF 5 DISKS. MONEY ORDERS etc. MUST ACCOMPANY ORDERS.
PLEASE PRINT YOUR NAME, ADDRESS etc. CLEARLY AND MAKE ALL CHEQUES/
POSTAL ORDERS PAYABLE TO "A BIT ON THE SIDE" OR "A.B.O.T.S." **THANK YOU**

AND FINALLY...

WINNERS DON'T USE DRUGS (OR DO THEY?)

Once again it's time to reveal all those winners from past Amiga Action compos. All winners and runners-up will receive their prizes as soon as possible. And the winners are:

DRIVE HARDER

(Issue 19 April 91)

B. Simmons, Kent wins a copy of Hard Drivin' II.

CHOCKS AWAY CHAPS

(Issue 19 April 91)

P. Myhill, North Humberside wins 10 flying lessons and a copy of Flight of the Intruder.

The 10 runners-up will know who they are when a copy of Flight of the Intruder and a T-Shirt drop through their letter box.

SWIV - NAME OF THE GAME

(Issue 20 May 91)

Mr G. Stevens, County Durham wins a copy of SWIV.

WIN A MILLION POUNDS

(Issue 20 May 91)

G. Wall, Tyne & Wear wins a copy of Battlestorm and a T-shirt.

BRAT COMPO

(Issue 20 May 91)

N. Mitchell, Glasgow wins a copy of Brat.

NINJA MAGIC

(Issue 21 June 91)

S. Shahin, Lancashire wins a copy of Shadow Dancer.

WIN SOME LUVLY LOOT

(Issue 21 June 91)

H. Muzaffar, Humberside wins a copy of Skull and Crossbones.

BECOME A GENERAL

(Issue 21 June 91)

C. Mackenzie, Birmingham wins a copy of Cohort.

I WORKED IT OUT IN MY BRAIN

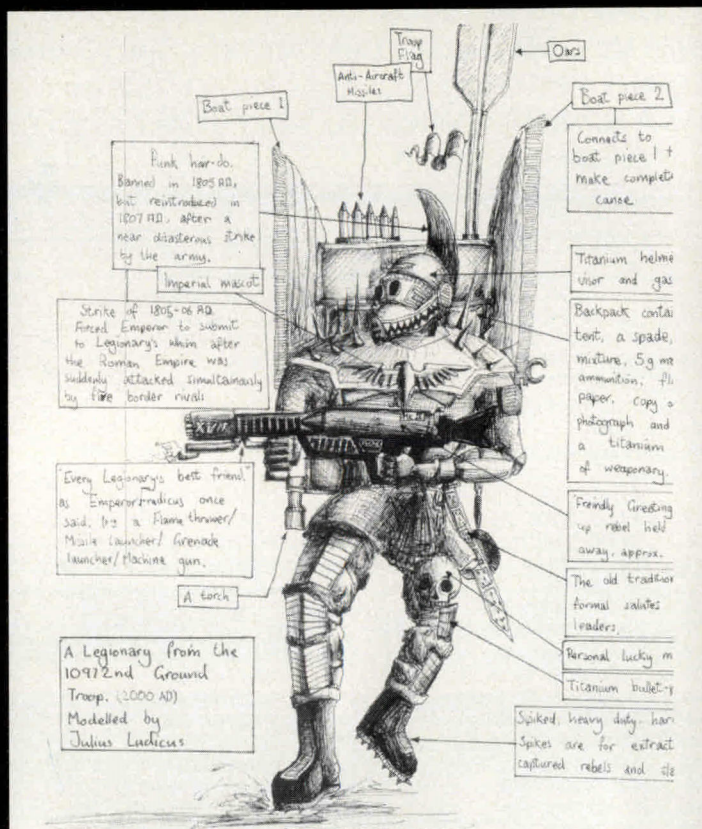
(Issue 21 June 91)

M. Dovey, Dorset wins a copy of Cybercon III.

DRAW LUCIFER A DEMON FROM HELL

(Issue 21 June 91)

The following people win a copy of Eye of the Beholder:
S. Harrison, Yorkshire.
A. Lewis, Hants.
M. Oakley, West Midlands.



Roman Legionary 2000AD by James Merry of Hitchin, Herts.

ENID BLYTON RULES OK?

(Issue 21 June 91)
L. Cooper, Nottingham wins a copy of The Famous Five.

RULE ENGLAND FOR A DAY

(Issue 21 June 91)
S. Clegg, Stockport wins a copy of Spirit of Excalibur

ROME WASN'T BUILT IN A DAY

(Issue 21 June 91)
J. Merry, Herts will receive all of the latest Electronic Arts titles, a director's chair and two Up Pompeii videos.

The following will each receive two Up Pompeii videos and a copy of Centurion;
A. Lewis, Hants.
C. Johansson, Sweden.

D. Creal, Sussex.
R. Jamesons, Dundee.
S. Holland, Lancashire.

WEEKEND WARRIOR COMPO

(Issue 22 July 91)
P. Robertson, Nottingham wins a

copy of Warzone.

OO-HYDRA: LICENCE TO KILL

(Issue 22 July 91)
C. Webb, Sunderland wins a copy of Hydra.

A COVER IN THE MAKING

(Issue 22 July 91)
D. Winter, Middlesex wins the framed cover artwork of Warzone.

24 runners-up will know who they are when a copy of Warzone appears on their doormats.

CLOSE ENCOUNTERS OF THE ACTION KIND

(Issue 22 July 91)
C. Yarnall, Cheshire wins a copy of Encounter.

THE HUNT FOR THE ACTION BUILDING

(Issue 22 July 91)
S. Sanderson, Hants wins a copy of Hunter.

QUEST FOR A GLORIOUS PRIZE

(Issue 22 July 91)

CREATED BY...

Europress Interactive Ltd, Adlington Park, Macclesfield, Cheshire, SK10 4NP
Tel (0625) 878888 Fax (0625) 879966

Editor: Steve White

Art Editor: Jane Gollner

Assistant Art Editor: Paul McIntyre

Production Editor: Alan McLachlan

Staff Writers: Doug Johns,
Jason Simmons, Peter Lee

Publisher: Hugh Gollner

Photography: Stephen Hepworth
(0433) 21624

Group Advertising Manager:

Nadia Lawlor

Tel (0625) 878888 Fax (0625) 879967

Advertising Sales Executive:

Nikki Taylor Tel (0625) 878888

Production Manager:

Carolyn Wood Tel (0625) 878888

Marketing Manager: Deborah Ford

Circulation Director: John Burns

Circulation Manager: David Wren

Systems Manager: David Stewart

Managing Director: David Hirst

Printed by: Carlisle Web Offset

euroPRESS
INTERACTIVE

© Europress Interactive 1991. No part of this magazine may be reproduced in whole or in part without the written permission of the publisher. While every care is taken to ensure the material, both printed and on disk, is accurate, the publisher cannot be held legally responsible for errors in articles or advertisements.

Newtrade Distribution: COMAG 0895 444055

Watch out for the October Issue.
On sale Thursday 19th September.

S. Ashenford, Aberdeenshire wins a copy of Trial by Fire.

GO APE WITH TOKI

(Issue 23 August 91)

J. Tyzack, Bucks wins a copy of Toki.

LOGICAL THINKING WINS THROUGH

(Issue 23 August 91)
M. Jones, Birmingham wins a copy of Logical.

A MEG, A MEG, MY KINGDOM FOR A MEG!

(Issue 23 August 91)
M. Dean, Cheshire wins a half meg expansion.

BIG YELLOW HELMET

(Issue 23 August 91)

M. Dean, Cheshire (again!) wins a copy of PP Hammer.

STARGAZING WITH DEUTEROS

(Issue 23 August 91)
C. Roberts, Hants wins a copy of Deuteros.

"A BEAUTIFUL PUZZLE GAME WITH ASTONISHING HIDDEN DEPTHS"

"A good arcade adventure is a joy to play...and there's no shortage of gameplay here.

If exploring and shooting's your thing, then there's enough here to keep you happy 'til the cows come home"

THE ONE



The strangest things happen in fairy tales - but nothing so strange as the experiences you will encounter on your travels as Cornelius the Elf. Your magic ring can cast many spells, increasing in power as you tread deeper into the mystical lands of gooks and goblins. Even the castle guards, low-life beings with the IQ of a cold-steel rivet, are on a get-smart campaign. They may seem a little backward to start with, but these rivet-headed, bover-bullies will soon become cantankerous, tricky-dickies if you let them. Many wierd, villainous creatures and devious puzzles test your game-play technique and your gnostic powers. You can even control some of the background game features, allowing you to get to where you *think* you should be. Numerous secret areas lie deep within the forest where vital clues can help you with your quest, but beware...

YOUR OWN GHOST MAY MATERIALISE TO HAUNT YOU!

OCEAN SOFTWARE LIMITED
6 CENTRAL STREET
MANCHESTER M2 5NS
TEL: 061 832 6633
FAX: 061 834 0650



ATARI ST & CBM AMIGA

**MORE ACTION....MORE POWER...
..MORE EXCITEMENT...!**

Out Run Europa™

Available on
CBM 64/128,
Amstrad Cassette & Disk
Spectrum Cassette
Atari ST & Amiga



"THIS TIME ONLY YOUR WITS,
COURAGE & SHEER DRIVING
SKILL WILL DETERMINE
YOUR FATE!!"



© 1988, 1991, SEGA™. All rights reserved. Out Run Europa
is a trademark of SEGA ENTERPRISES LTD.
SEGA™ is a trademark of SEGA ENTERPRISES LTD.
U.S. GOLD LTD., Units 2/3, Holford Way, Holford
Birmingham B6 7AX: Tel: 021 625 3366.

HILLSFAR • DRAGONS OF FLAME • HEROES OF THE LANCE
TEL: 0898 442025

CURSE OF THE AZURE BONDS • POOL OF RADIANCE
CHAMPIONS OF IRVING TEL: 0898 442026

RISK ROGERS • SECRET OF THE SILVER BLADES •
EYE OF THE BEHOLDER (When Released) TEL: 0898 442030

OPERATION STEALTH • FUTURE WARS • CRUISE FOR A CORPSE TEL: 0839 654284

**NEED HELP? CALL THE
GOLD PHONE
HINTS & TIPS LINE**

Service provided by U.S. GOLD LTD., UNITS 2/3, HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX

* If you are under 18 please get permission to use the telephone. Calls cost 34p per minute cheap rate, 45p per minute all other times.

LUCASFILM HELPLINE • COMPETITION • INDIANA JONES •
ZAK MCKRACKEN • MANIAC MANSION • LOOM •
SECRET OF MONKEY ISLAND • BATTLE OF BRITAIN
TEL: 0839 654123

NEW RELEASES • COMPETITION TEL: 0839 654124

**COMPETITION - £200.00 WORTH* OF
US GOLD GAMES TO BE WON EACH MONTH.**

* At Retail Prices

